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LOOK!**

20

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RIDGE RACER 4

FIRST AUSTRALIAN REVIEW

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ON THE PLAYSTATION until Grand Turismo 2...**
(and we've got the first shots of that inside too!)

50 GAMES YOU MUST PLAY IN 1999

On this month's CD you can experience...

SPECIAL EDITION EXCLUSIVE PLAYABLE DEMO

**METAL
GEAR
SOLID**



playable

Metal Gear Solid

Cool Boarders 3

Devil Dice

S.C.A.R.S.

Max Power Racing

Yaroze Compilation

video

Metal Gear Solid

A Bug's Life

PlayStation

Please see your newsagent if there is no disc attached

**STOP
PRESS!
PLAYSTATION 2
REVEALED
INSIDE!**

REAL RACING ROOTS '99

plus!

**100 things you should have
done as a PlayStation owner**
Metal Gear Solid solved
The 'real' Lara Croft naked!

AFL 99, Silent Hill, Driver, South Park, Syphon Filter...

See our back cover for the
complete games listing

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UNDERESTIMATE THE
POWER OF PLAYSTATION**

on the cd

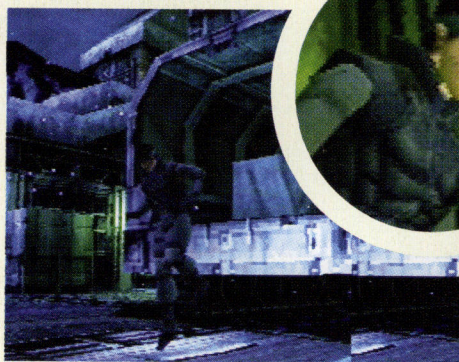
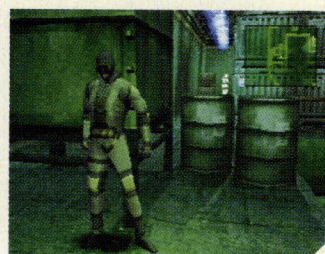


A massive first for the *Australian PlayStation Magazine* demo disc this month. Two firsts, in fact. Not only does it have the biggest and best single demo that has ever been run, but there are also the most demos ever included on one disc — 20 playable demos in all.

Metal Gear Solid is already being hailed as the best game of 1999, and we have a huge exclusive demo for you to get a first taste of it.

Along with this we have three great racing games: the mini driving of *S.C.A.R.S.*, the sports car speeding of *Max Power Racing* and the latest in snowboarding thrills with *Cool Boarders 3*. Meanwhile *Devil Dice* is a fiendishly hard puzzle game and *V-2000* provides strategic shooting. There's also excellent video footage of *Metal Gear Solid*, together with a preview of *A Bug's Life*.

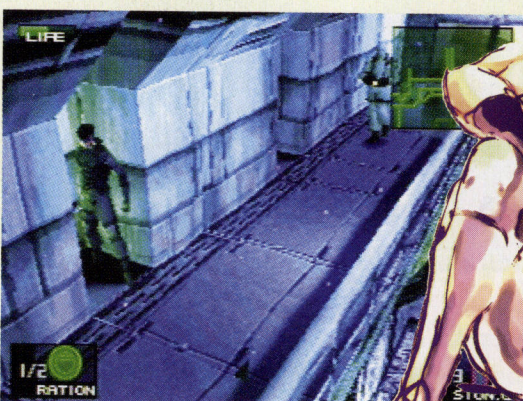
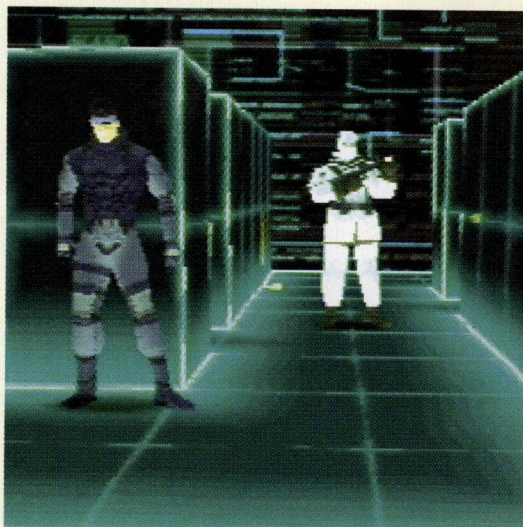
As a huge bonus we have 14 FULL games from the Yaroze vaults. Check out our Yaroze feature on page 41 for more on these games. Not available commercially, these 14 games are for *PSM* readers only. They'll keep you going for at least another month. Enjoy!



Metal Gear Solid

Demo type: Playable demo/video
Game style: 3D stealth adventure
From: Konami/GT Interactive

It's the ultimate PlayStation adventure and in this exclusive extended playable demo (twice the size of the one sold with *ISS '98*) you can find out exactly why. Then, once complete, flick to the video for more great footage of the game of 1999. You won't be disappointed.



Devil Dice



Demo type: **Playable demo**
Game style: **3D puzzler**
From: **Shift/SCEE**

We always knew that puzzle games were the work of the devil and this dose of madness from Sony just proves our point. It's a devilishly hard game that will put you through hell. Roll blocks in any direction, join the correct ones and they disappear along with your overworked brain cells.

Demo type: **Playable demo**
Game style: **Strategic shoot 'em up**
From: **Grolier/Gremlin**

V-2000

Trainspotters will bang on for hours about the virtues of 3D Defender-homage *Virus* and now's your chance to see if the sequel, *V-2000*, will turn out to be a classic as well. You'll have fun trying to come to terms with the tricky control method, but you can always take your frustrations out by blasting away aimlessly at the enemy. Get practicing pilot!



Demo type: **Playable demo**
Game style: **Diddy racing**
From: **Ubi Soft/Metro Games**

S.C.A.R.S



If you're after an antidote to the po-faced realism of *Colin McRae Rally* and *Gran Turismo* then *S.C.A.R.S* could be a breath of fresh exhaust fumes for you. From the creators of *Street Racer* comes more miniature maniacal motor racing. Fantastic fun.

Max Power Racing

The follow-up to the under-rated *Total Drivin'*, *Max Power Racing* merges the arcade and sim ends of the racing spectrum to deliver a fast and dangerous drive. Tank family saloon cars around country roads at amazing speeds and avoid lethal hazards.



Demo type: **Playable demo**
Game style: **Arcade driving sim**
From: **Eutechnyx/Infogames**

Cool Boarders 3



If you've never played a snowboarding sim before, this demo gives you a taste of the superbly designed Downhill section with one full course. Try the tricks and race like a maniac, marvel at the superb graphics, and try and take in that fantastic mountain air. Have fun, dude.

Demo type: **Playable demo**
Game style: **Snowboarding sim**
From: **SCEE**

Demo type: **Video**
Game style: **3D adventure**
From: **Disney/Sony**

A Bug's Life

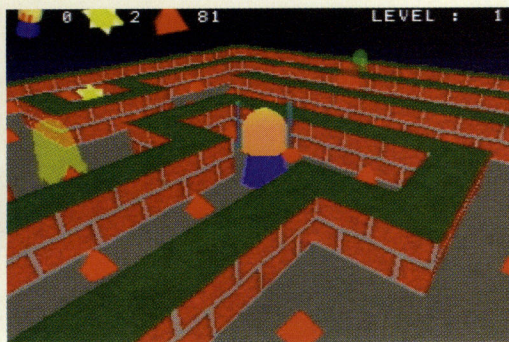
Follow Flik on his adventures in this colourful, mazy adventure. Great graphics and bold, beautiful characters, together with a simplified control system and style of gameplay make this a must for all younger players.



Demo type: **Playable demos**
Game style: **14 various genres**
From: **Various Yaroze programmers**

Yaroze Games

These are the cream of the Yaroze titles, including: *Mah Jongg*, *Haunted Maze*, *Pushy 2*, *Psychon*, *Hover Car Racing*, *Coneman*, *Rock 'n' Gems* and *Total Soccer*.





**SHAPES 80g BAGS
NOW ON THE STREET**

START

G'day! Do you want the good news, the very good news, or the absolutely fantastic news? Okay, good news first: PlayStation 2 is alive and well and living in Japan. This we know because the words you are reading at this very moment were sent via e-mail from a hotel in Tokyo (I've just made it back in time to write this).

Next, the very good news: PlayStation 2 is going to be The Best Thing In The World Ever™. That's official. Graphically-stunning and technically-superior it is a thing of beauty. Better looking than Natalie Imbruglia, runs faster than Matt Shirvington and has more variety than a night out with Ricky Ponting.

Oh, and that fantastic news: It's not going to be available until the year 2000. And, no, I haven't gone mad, the reason I think this is A Very Good Thing is that while PSM was in Japan, it also saw more examples of the games coming to the Original PlayStation (as it may well become known in the future). Frankly, with games like *Final Fantasy VIII*, *Ergheiz* and, of course, *Gran Turismo 2* on the way, we're not ready to shell out on a new console just yet.

In this month's issue, we review *Ridge Racer 4* and *Legacy of Kain 2* which are two more examples of the potential left in the PlayStation. They are two of the games in our list of Australia's most wanted — the 50 games you must play in 1999. And as there were 100 or so we left off the list, talk of PlayStation 2 is still a little premature. There's life in the old dog yet...

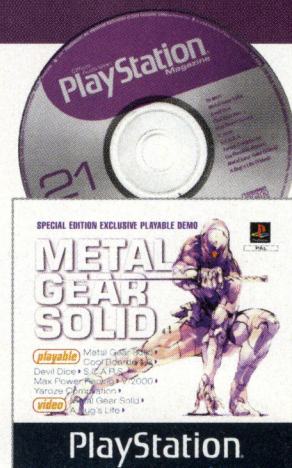
Talking of which, if you're eyes have been drawn to the foolish looking journalist in comedy hitch-hiking

pose to the left (on my way back from Japan...), you'll have realised that the *Official Australian PlayStation Magazine* has a new Editor. That's not the mag's

only change: more features, more tips, more news, more interviews and even more playable demos will be the order of the day. A new look for the magazine is also part of the deal, as is using Australia's best videogames journalists. Our mission, is to produce a magazine which is truly about the Australian PlayStation market for the Australian PlayStation owner. So write to us with your thoughts and we'll aim to create the magazine you want. Hope you enjoy the first one and I'll catch you later.

Cue elaborate signature...

Rob Fegley



The PSM Team



Jason Hill
The Deputy Editor

Jason Hill has been Computer Editor of the *Herald Sun* from 1994 until now. His first week as Dep Ed on PSM involved accompanying the Editor to

Tokyo to write a lead news story on PlayStation 2. Jason already prefers mags to newspapers.



Judie Siu
The Art Director

With experience of magazines as diverse as *Belle*, *Rolling Stone* and *PlayStation Gamer*, a stint in advertising design and some time spent at MTV, Jude is truly a multimedia guru. Her experience in designing PSM has been essential.



Georgia Moxham
The Snapper

Georgia is more used to photographing celebrities and the (more) beautiful people for *Cosmopolitan*, *Cleo* and *Ralph* magazines, but took time off to profile the PSM gang throughout this first issue. She may stick to Elle Macpherson and co in future!



Niki Creed
The Creative One

A kiwi, Niki has spent the last nine years in London working on titles such as *Mean Machines* and *PC Review*. We trapped her for a couple of months to guide us through that difficult launch period. She doesn't really like videogames...



Stuart Clarke
The Interrogator

Arguably the best videogames writer in Australia, Stuart was the launch Editor of *Hyper* and is now the Games Editor for the *Sydney Morning Herald*. Stuart

was the ideal person to talk to Sony about the future of PlayStation in Australia.



Andrew Iredale
The Associate Editor

Founding Editor of this very magazine, Andrew has been playing and writing about videogames for longer than he cares to remember. He uses his vast experience to review our cover title this month, *Ridge Racer Type 4*.



Nino
The Game Guru

Ask him about some obscure fighting game from 1987 on the Amiga and Nino knows the answer. There is nothing that Sony's Specialist PR person doesn't know about games and, to prove it, you can test him. Turn to page 112 to find out how.



Mike Wilcox
The Disc Jockey

Fondly known to his followers as 'Triple J's Games' Wiz', Mike is the radio voice of video-games. He has a face for radio as you can see (only joking, Mike). In his first foray into print journalism, Mike previews *AFL 99* on page 52.

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QUITE FUNNY!

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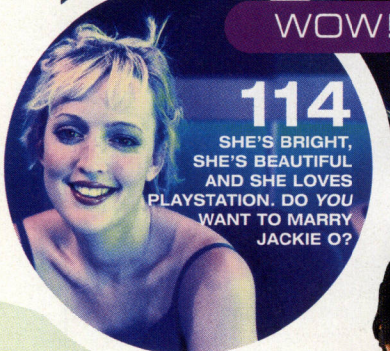
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AUSTRALIA'S
MOST WANTED
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YOU MUST
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WOW!

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SHE'S BRIGHT,
SHE'S BEAUTIFUL
AND SHE LOVES
PLAYSTATION. DO YOU
WANT TO MARRY
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THE CREATORS OF
METAL GEAR SOLID
TELL ALL

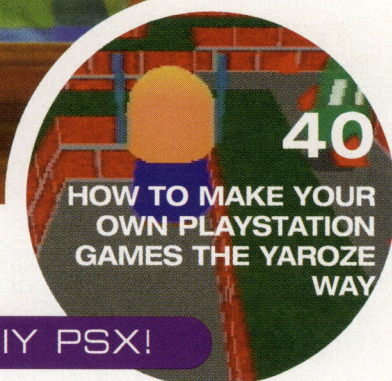


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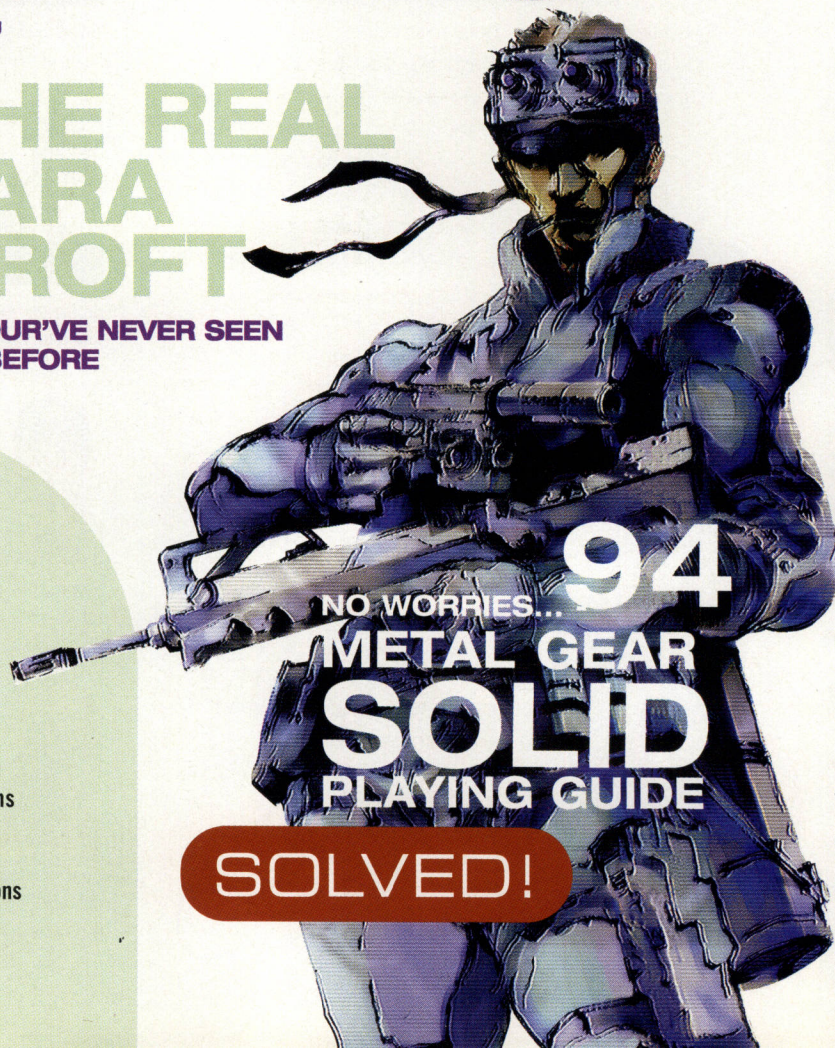
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THE REAL
LARA
CROFT

AS YOU'VE NEVER SEEN
HER BEFORE



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NO WORRIES...
METAL GEAR
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PLAYING GUIDE

SOLVED!

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planet playstation



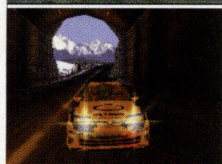
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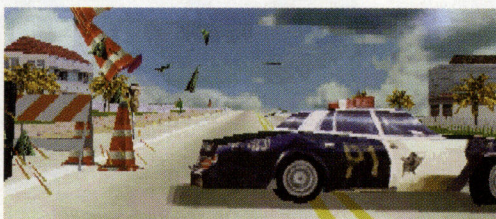


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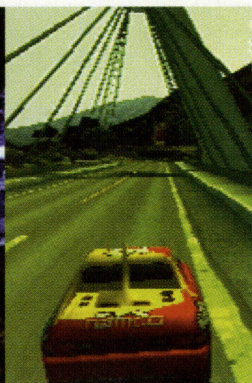
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Editorial address

Official Australian PlayStation Magazine
ACP Publishing Ltd, PO Box 4089
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Telephone: ☎ (02) 9282 8781
Fax: (02) 9282 8862
E-mail: playstation@acp.com.au

Subscriptions

Reply Paid 764
Sony PlayStation
GPO Box 4967
Sydney NSW 1028
Telephone: ☎ 9260 0000 (Sydney callers)
☎ 1800 252 515 (elsewhere - Freecall)
Monday to Friday (8.30am - 7pm EST)
☎ (02) 9267 1088 (After hours)
Fax: (02) 9267 4363

The Official Team

Editor

Rob Pegley

Launch Art Director

Niki Creed

Art Director

Judie Siu

Deputy Editor

Jason Hill

Launch Chief Sub Editor

Sanchia Lee-Welch

Chief Sub Editor

Fiona Tomarchio

Contributing Editor

Andrew Iredale

Writers: Stuart Clarke, Steve Polak, George Soropos, Mike Wilcox, Mike Goldsmith, Pete Wilton, James Price, Jes Bickham, Andy Butcher, Keith Stuart, Sam Richards, Alex Bickham, Steve Merrett, Dan Mayers, Andrew Collins, Aaron Taylor, Steve Faragher and Nicolas di Costanza

Photography: Georgie Cole, Georgia Moxham, Allsports, Rex Features

Illustration: Dave Morris

Behind the scenes

Production Manager: Dean Porter
Production Editor: Paul Dempsey
Editorial Co-ordinator: Maha Lolos
Marketing Director: Karen Deveson
Brand Manager: Danielle Govers
Distribution: Mark Hukins
Circulation: Carolyn Deal
Research: Katrina Neal
Advertising Manager: Rachel Levell
Advertising Sales Director: Peter Zavecz
With many thanks to: Simon Davies

In the suits

Publisher: Nick Chan
Publisher's PA: Lesley Williamson
Managing Director: Colin Morrison

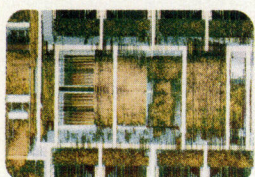
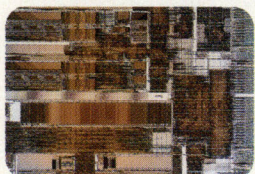
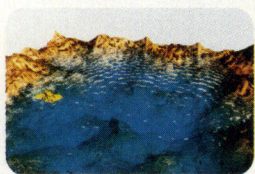
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PLANET playstation

In Planet PlayStation *Australian PSM* travels the globe in search of the latest news, hunts out the best accessories and talks to the most important people in the PlayStation World.

Ken Kutaragi (right) and Teruhisa Tokunaka announce plans for the PlayStation successor in Tokyo on March 2 1999.



Sony reveals PlayStation successor

Sony has unveiled the next PlayStation, and it's a screamer. Its power rivals performance of super computers or graphic workstations and it will be released in Australia by Christmas 2001. The Japanese launch will be early next year.

Official Australian PlayStation Magazine was invited to Japan for the important announcement at a packed Tokyo International Forum on March 2.

In an unprecedented move, Sony has guaranteed backward compatibility: all PlayStation titles will run identically on the new system.

At the heart of the much anticipated machine is a true 128-bit processor with power far exceeding even today's state-of-the-art PCs, and with rendering power rivaling graphics workstations.

Executive Vice President and Co-CEO Ken Kutaragi said he wanted the next machine to make as much impact as the first PlayStation did five years ago. He said Sony's dream was to create a brand new form of computer-based entertainment, providing a far richer experience than today's existing games can offer.

Sony says the machine's graphics synthesiser will offer unparalleled graphic quality and detail. It can churn out 66 million polygons per second.

The machine combines this richly detailed quality with the ability to generate worlds, characters, behaviours and complex physical simulations in real-time via the floating point power of the system. The 6.2 GFLOPS of floating point performance is close to a super computer and much faster than a Pentium III.

Sony dubs this concept 'Emotion Synthesis' which allows the system to simulate not just how images look, but how the characters and objects in a game think, act and behave. For example, the hair and clothing of a character can be affected by a digital wind calculated and processed in real-time. Other examples might include real-world physics such as gravity.

The machine will be equipped with a DVD drive. A DVD disc is the same size as a CD, but can hold up to 17Gb as opposed to 640Mb on CD-ROM. The unit will use MPEG2 decompression technology for incredibly detailed and life-like video, and the machine looks likely to be able to play DVD movies.


Sound capabilities also far exceed today's PlayStation with support for 3D sound

and the ability to play 48 channels simultaneously.

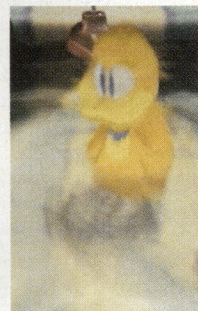
Kutaragi-san said Sony was "very optimistic" about software support following the success developers had creating high-quality demos for the machine in just two weeks. He said there should be equal numbers on launch to the original console.

It looks likely the PSX 2 will not come with a modem, but one could be added, as could printers, keyboards, scanners, digital cameras, joysticks and so on.

Kutaragi-san is widely acknowledged as the 'father of PlayStation'. In closing a media conference, he said: "this is my second kid. This kid is very, very powerful. I am very, happy of my second baby, so please welcome it."

No Worries, Ken, we welcome it with open arms. 

Sony, Square and Namco gave a glimpse of the possibilities of the next PSX with stunning real-time demos. Namco showed a full version of *Tekken 3*, with a huge crowd of onlookers encircling the fighters. The *Gran Turismo* demo looked like a CGI video, but a demonstrator was driving the car with a dual-shock controller. Square's dancing sequence from *FFVIII* showed the potential of the machine to convey the emotions of characters.



specs

CPU: 128-bit Emotion Engine running at 300MHz with 16Kb cache memory

Floating point performance: 6.2 GFLOPS

Memory: 32Mb Direct RDRAM with bandwidth of 3.2Gb per second Compressed Image

Decoder: MPEG2Graphics

Processor: Graphics Synthesiser running at 150MHz

Maximum polygon rate: 75 million polygons per second

DRAM Bus bandwidth: 48Gb per second

Sound processor: SPU2+CPU

Number of voices: 48 channel

Sampling frequency: 41.1KHz or 48KHz

I/O processor: Current PlayStation CPU at 33.8 or 37.5MHz

Interface types: IEEE1394, Universal Serial Bus

Communication device: PC-Card

Disc drive: DVD-ROM

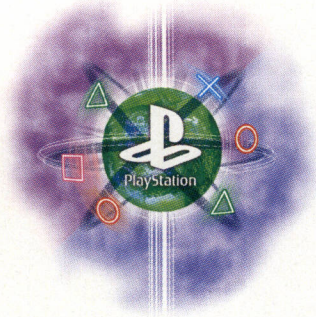
Ten things you must know about PlayStation 2

1. The machine should be released in Australia by Christmas 2001.
2. No pricing details have been revealed. The name hasn't been decided, although 'Next Generation PlayStation' is the working title.
3. 'Backward compatibility' means that all your existing PlayStation games will still work, but they will not be enhanced by the new specs.
4. There is still yet to be a decision made on peripheral support, but the PocketStation will be definitely supported, indicating that memory cards will also work.

5. Sony will continue to develop new software for the existing PlayStation even after the enhanced machine is launched. But no games have yet been announced for the new machine.
6. The machine's DVD-ROM drive is able to handle CDs as well as DVDs, so some developers might choose to publish on CD initially. Playing music CDs will continue to be supported, but no decision on playing DVD movie discs has been made. The speed of the drive has not been decided.

7. The maximum number of polygons (a 3D object is made up of pieces called polygons) the system can process is 75 million per second. Higher polygon rates enable more detailed graphics and smoother animation. However, the polygon rate slows once you add effects like lighting, texture mapping (images wrapped onto polygons) and filtering (sharpening textures). At 60 frames per second at a resolution of 640 by 480, the most polygons a TV could display in a second is 18.4 million.

8. The Emotion Engine is the name Sony has given the next PlayStation's CPU. Sony believes the next step in video games will be conveying the emotions of characters and how they behave in realistic worlds.
9. The machine looks likely not to have an internal modem, but will have plenty of inputs to add one.
10. The processors will be manufactured by a joint venture company with Toshiba and Sony. Sony has been working on the new machine's processor since 1996.



PLANET
playstation

Watch out for Gran Turismo 2

Watch out for

Gran Turismo 2

Watch out for Gran Turismo 2 Watch out for Gran Turismo 2

Gran Turismo 2

It revolutionised the driving game – it offered more vehicles, more circuits and more simulation options than ever before and it achieved all this with no hint of compromise anywhere in the proceedings. Now Sony has announced a sequel...



Considering the epic nature of the original title, which has shifted over 6.2 million units worldwide, it is difficult to actually pin-point areas of *Gran Turismo* which need improving. Indeed, the sequel could easily have been a sort of add-on disc offering a fresh selection of cars and a few new circuits. However, developer Polyphony is promising a complete overhaul of the existing game. As executive vice president Kazunori Yamauchi states: "In *Gran Turismo*, various constraints prevented us from including all the features we originally wanted to add. In *GT2*, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from users who have played the original".

So what's new, pussycat? Well, most obviously *Gran Turismo 2* will offer a selection of racing types, including GT, Sportscar and Rallying – so players will now be able to skid and slide through muddy off-road circuits, as well as burn along Tarmac. As *Colin McRae Rally* brilliantly illustrated last year, this form of racing requires totally different tactics from the player and so will significantly broaden the driving experience offered by this sequel. Incredibly, Polyphony is also aiming to code even more realistic vehicle physics, which will no doubt take into consideration the new off-road element. Oh, and Polyphony forecast twice as many circuits as *Gran Turismo* – an impressive addition considering the background visuals are getting a *Ridge Racer 4*-style overhaul.

Perhaps inspired by the global acclaim handed out to the original title, the makers of *GT2* are also aiming for a more international feel this time round. One hundred new car models are expected (bringing the total up to 400), and these should include many more from European and Australian stables. Although we can't mention any definite manufacturers (the contracts are still being drawn up), *PSM's* wish list would have to include Porsche and Ferrari. The circuits will also reflect this new internationality using scenery and conditions from all over the world. Yamauchi again, "Users will be able to use much more strategic skill and judgement, carefully choosing car performance and features, and tuning and driving styles to match different courses (which will also be visually enjoyable)."

Simulation depth appears to be an ongoing concern for the team. As Yamauchi confirms, "With regard to car tuning, we think the first version of the game left room for improvement. Within the time available we will do our utmost to enhance the range of driving pleasures opened up by tuning, as well as making the presentation clearer and more user-friendly." Polyphony is also reworking the computer AI which it found lacking slightly in the original title. The challenge has been to build human characteristics into non-player opponents, perhaps giving them more fallibility and aggression. Even the car noise has been targeted for improvement. The best appears to be getting even better. We'll bring you more information soon and a playable demo in the near future.

RACING AHEAD

Here are the most wanted racing games available for purchase at the moment. As you'll soon see, there are plenty of new challengers to their positions...

1. *Ridge Racer Type 4* (Sony)
2. *Gran Turismo* (Sony)
3. *Colin McRae Rally* (Codemasters)
4. *TOCA 2: Touring Cars* (Codemasters)
5. *Wipeout 2097* (Psygnosis)
6. *Rollcage* (Psygnosis)
7. *Formula 1 '97* (Psygnosis/Platinum)
8. *TOCA: Touring Cars* (Codemasters/Platinum)
9. *Ridge Racer* (Sony/Platinum)
10. *V-Rally* (Infogrames/Platinum)



These visuals show that *Gran Turismo 2* is not taking the challenge of *Ridge Racer Type 4* lightly. We'll bring you more exciting action shots in our next issue, and a playable demo soon.

Even at this early stage, *Gran Turismo 2* looks the business. Of course, looks aren't everything. They certainly don't do any harm to a game, though...

FAST SHOW

As the screenshots show, *Gran Turismo 2* looks to be breath-takingly realistic, with beautifully-detailed car models and lush scenery. Indeed *GT2* will apparently be pushing at 100 per cent of the PlayStation's capabilities. With support for the PocketStation, JoGcon and Dual Shock all expected, *Gran Turismo 2* could well be the showcase title that stands up against the best Dreamcast has to offer. Importantly, though, the designers have not lost sight of their original vision for *Gran Turismo* in the midst of all this updating and re-engineering. As games designer Yamauchi puts it: "*Gran Turismo 2* will remain faithful to the basic concept in offering the players all the fun of driving a real car... It has not escaped our attention that expectations regarding the sequel are very high and this has spurred us on in our work".





PLANET
playstation



The race is on

As 1999 unfolds, PlayStation racers are coming thick and fast. Incredibly fast. You've already read about *Gran Turismo 2*. The exclusive review of *Ridge Racer 4* is on page 68. But already hot on the heels of the big two, come *V-Rally 2* and *Le Mans*. Gentleman, start your engines...

V-Rally 2 – set to take off soon!



First of the games likely to challenge the might of *Ridge Racer 4* and the – hopefully – realised potential of *Gran Turismo 2* will be *V-Rally 2*. *V-Rally* was the first and best-selling of the rally games to grace the PlayStation and created a landmark in car games which was to be followed by Colin McRae, Tommy Makinen and all. It was a truly great racing game, but one that has been somewhat superseded. *V-Rally 2* now looks likely to reclaim the off-road crown.

As our screenshots show, the game has been stripped down and given a brand new engine. The result? A completely new beast with enough new features to worry even *Ridge 4*. What's it got? Infogrames promises 20 official cars (seven World Rally Championship cars plus 13 kit cars), further bonus cars plus hidden rally classics. You'll be able to thrash these babies

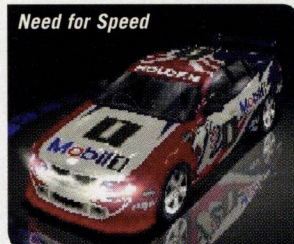
around many a terrain too. Mud, dust, gravel, Tarmac, snow and ice will all enter the equation, cars getting realistically splattered with all manner of debris. New game modes including V-Rally Mode, Rally Mode, Duel Mode plus Rally School to practice your wheel-spins.

Reports suggest that the new game engine includes improved car dynamics, a collision system, animated inside drivers & co-pilot, exhaust flames, overheating break discs, car deformations plus six different racing views which go to make up super hi-res replays. How can Infogrames possibly hope to fit all this info on just one disc? PSM cannot help but speculate that maybe it won't... Add on Dual Shock compatibility plus add-on compatibility (bonus discs featuring new cars and tracks) and what more is there to say apart from expect a playable demo of this beast on a PSM disc this winter.

Meanwhile, not content with taking the off-road world by storm, Infogrames also has designs on track racing with *Le Mans* due out in the next few months. The Circuit International du Mans, has been reproduced in photo-realistic 3D, together with five other tracks which have been approved by the A.C.O. – organisers of the legendary endurance race. The game also boasts a real-time 24-hours racing mode with actual time reduction features, reproducing the energy-draining, muscle-wrenching race. The game even includes a unique day-to-night-to-day racing style in *Le Mans* mode.

Le Mans will have stiff competition from EA if it wants to win the PSX chequered flag though. It has *Need for Speed: High Stakes* and *Sportscar GT* revving up on the grids and both are looking like very strong titles. We expect previews and reviews of the two games next month. All in all then, a great time is ahead for speed freaks. Oh, and then there's *Monaco GP*...

Need for Speed



Le Mans



V-Rally 2



THE SMASH 'EM UPS

Carmageddon 2

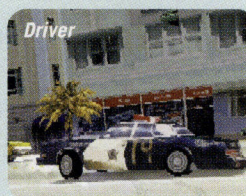
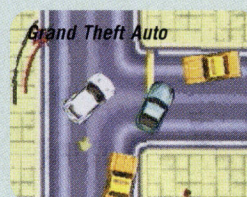


An interesting variation on the racing game is the 'smash 'em up'. Basically, if you can't beat 'em, then run the buggers off the road. *Destruction Derby 2* was the first exponent with its fast and furious stock car racing style. And the maker of *DD2*, Reflections, is back with an exciting new game, *Driver* – probably the most innovative car game seen in the last two years. We have a full preview of the title on page 50 and you can expect the exclusive review and playable demo in next month's issue. Essentially the game is *Bullitt* (the seminal Steve

McQueen film) brought to interactive life on the PlayStation, and sees you tearing up and down the streets of San Francisco in a 3D car adventure.

To compete with *Twisted Metal 3* and the underrated *Vigilante 8*, *Carmageddon 2* is also due to hit the streets soon with its own brand of violence and excitement. Rather like *The World's Wildest Police Videos* or *Death Race 2000*, the game is a no-holds-barred mix of driving and demolition. A controversial release on PC, the game is likely to induce mixed emotions amongst the PlayStation gaming public.

Finally *Grand Theft Auto 2*, the enfant terrible of PlayStation car games is back later in the year. The world's first 'car criminal sim' returns for more joyriding fun towards the end of 1999. Expect a host of outraged paper reports to mark its release.



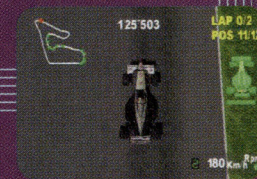
With Psygnosis *F1 98* somewhat limping into the pits, Ubi Soft looks set to take poll position in the Grand Prix stakes.



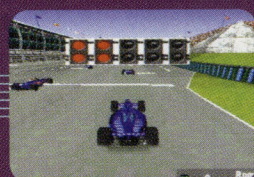
Monaco GP



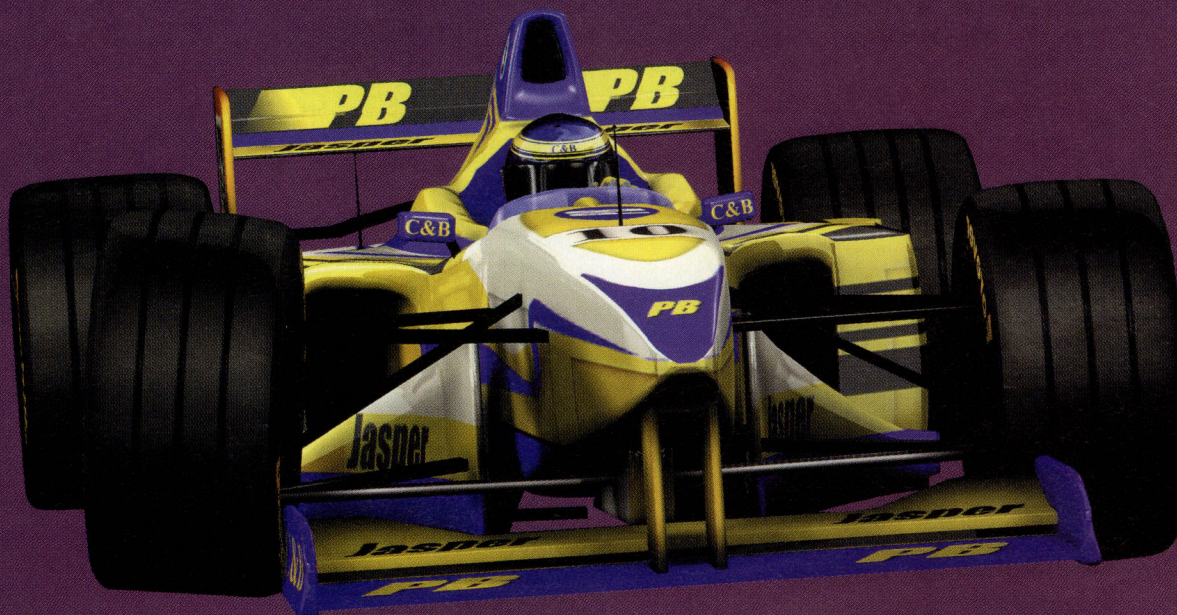
Why would anyone want to go and release another PlayStation Formula 1 game? Psygnosis' *Formula 1* and *Formula 1 '97* cornered the market in chequered flags and champagne tomfoolery, with young pretenders such as a proposed F1 PlayStation game from Eidos being shelved before it was off the test track.



What makes *Monaco Grand Prix*'s chances any better? The small matter of *F1 '98* being very poor, to be honest. Thus leaving the way clear for a new game to steal its audience. The crux of any F1 game is surely its licence and, via a deal with the principality of Monaco, *Monaco Grand Prix* has just that. And despite



that seemingly limited monicker, all of the current season's F1 tracks (and a bonus track, giving 17 in total) are featured along with the full complement of teams and drivers (albeit in *ISS Pro*-style name-changed form). Fortunately, five minutes work with the team editor will return David Coalshed to his former self.



Elsewhere, the emphasis is very much on realism and Ubi Soft aims to mix realistic handling with a gritty look. Tracks are returned to their real-life width and, as in real life, corner-cutting action will at best slow you right down and at worst bust your motor. *PSM* will put this new challenger through its paces next month.



Square deals

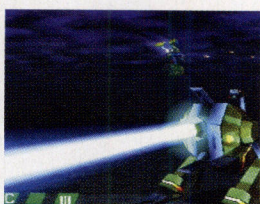


SQUARESOFT HAS announced that it will be founding its own PAL office in the UK to look after its PAL games exclusively (PAL being the PlayStation system used by Europe and Australia). This good news sets the scene for a clutch of Square releases as wrangles with Sony and European publishing rights continue. The last Square

game released to the PAL territories was *Bushido Blade*, out over a year ago. It seems, however, that we can expect *Parasite Eve*, *Einhandler*, *Bushido Blade 2*, *Xenogears*, *Brave Fencer* soon, and perhaps even *Final Fantasy Tactics* and *Chocobo's Mysterious Dungeon* to appear at last.

In addition to the list of games above, and the subject of yet more 'no PAL' rumours is Square's fighting feast *Ehrgeiz*. Given the quality of the finished Japanese game we've been playing here at PSM, however, we see the non-release rumours as being unlikely (and commercially suicidal). It's certainly a game the Australian public is very keen to embrace.

Far shakier is the fate of the two new *Final Fantasy* games. These PlayStation remakes of *Final Fantasy IV* and *V*, available back in 1990 for Nintendo's 16-bit SNES, have both been translated into English for a release in the US. An Australian release is therefore one step closer. However, given the target audience (the games being almost direct ports of the originals – cruddy graphics intact) it's debatable whether they'll find favour here.



NOT OUT!

EA'S CRICKET DELAYED

Bad news for cricket lovers who have played *Warnie's Cricket* to death: it's stumps for EA's PlayStation *World Cup* game.

Instead of releasing a World Cup tie-in, Electronic Arts has re-titled the game to *ICC Cricket* and will release it around October. The game's graphics look marvellous, so it seems the delay is to allow for gameplay tweaks.

EA says *ICC Cricket* will be the most accurate and realistic depiction of the sport yet seen. Four different game modes are on offer, from a basic 'pick up and play' mode featuring one-button bowling and batting, through to a full captain mode where players have total control over their

cricketers as well as the team management element.

Producer Michael de Plater said EA has spent a lot of time on the interface. "A first-time player should be able to pick it up and have a good sense of what they need to do, while at the same time a master gamer is going to have control over every single aspect of play."

With Richie Beanaud also on board we wait with interest for this one.



Messiah's coming

Shiny Entertainment's divine *Messiah* should be manna from heaven for PlayStation owners. The game's hero is an angelic cherub who looks harmless enough, but can possess humans or creature to use their weapons or skills. Players can also possess others in order to injure them: discovering innovative ways to maim others looks likely to be a fascinating diversion.

The game contains creatures from all levels of the evolutionary scale, and each body contains a variety of high-powered weapons. Shiny says gamers will battle through six levels full of puzzles and "hard-core bloody action". Throw a knife or shoot a bow at an enemy and the weapons remain sticking out of their body as they fight for their life. Pleasant.



Licence to thrill

Bond fans will be left shaken and stirred if *Tomorrow Never Dies* can live up to its hype.

Using a third-person perspective like *Tomb Raider* or *Duke Nukem: Time to Kill*, the game uses artistic licence to include scenes outside of Bond's latest movie. Hopefully film buffs will forgive the indiscretion because it adds to the action.

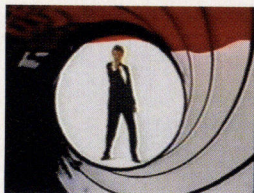
Developer Black Ops is packing plenty of diversity into

the game for MGM Interactive, giving the chance to drive 007's BMW, swim, parachute off cliffs, hijack a tank, and even ski down the slopes *Cool Boarders*-style.

The skiing sections at this early stage are very fast and even allow Bond to perform radical aerial tricks. Although it looks a little odd performing a half pike in a three-piece suit. The car racing sections are also fun, allowing you to bump opponent's

cars off the road and use heaps of different of weapons.

Each level has multiple mission objectives, and some will offer control of other characters. Mission objectives include infiltrating enemy bases, obtaining security passes, detonating explosives and, of course, saving the girl and escaping alive. No doubt signing off with a saucy pun. Expect a July release for 007.



Quake rumbles on

Monster shoot 'em up *Quake II* has been delayed again, but will – we're assured – be landing soon (the likely release is May).

The good news is that two and four player death-match capability will be included plus dual shock is supported to make your whole body quake.

The PC version of *Quake II* is one of the biggest-selling games of all time, with over one million copies sold. The PlayStation version will feature new levels and redesigns of PC levels, with around 30 single-player maps.

All the original weapons from the PC game will be included, such as grenades, shotguns, rocket launchers and the mighty BFG.

Graphics are looking nicely detailed and a frame rate of 30 fps is promised. Graphical touches include fluid particle effects, coloured mobile lighting and screen-rocking explosions.

Quake II is being developed by HammerHead in the UK for Activision. When *Australian PSM* flew to Dublin, Ireland back in August last year the version of the game we played seemed almost complete in many respects, so the delays seem to be more due to gameplay tweaks than any real problems. More info next month!



Speed Freaks could be the PlayStation's very own *Mario Kart*. It's fast, it's cute, it's a very playable knockabout racing game, and it should be in the shops in June.

FREAK SHOW

In development for over two years and formerly known as *Project SDR* or *Wheel Nutz*, the racer *Speed Freaks* features a four-player split-screen mode, and is shaping up to be PlayStation's best party game to date. Other game modes include tournament and time trial.

There are a total of 12 tracks spread across four colourful locations: coastal, stadium, volcanic island and city. Tracks include short cuts, obstacles and power-ups, as well as a wide variety of terrain.

Players can choose from six zany cartoon characters and game success will unlock three hidden characters. Instead of limbs, these characters have wheels as their appendages, rather than just sitting in karts, and each one has a different attribute such as handling, top speed and suspension.

Producer Pádraig Crowley of Funcom said the main objective when designing the game was to make it as fun and playable as possible. "We wanted to make a racing game, but thought there were enough 'standard' racing games out there. We went for a more colourful and less realistic approach. Also, since we weren't using the 'real world', this gave us a lot of freedom and scope in the design of the levels, characters and so on."

Funcom says it is striving to make the game run as fast as possible in four-player mode, and dual shock will be supported. Roll on June.



Silent fright

Creepier than *Resident Evil*, *Silent Hill* is a dead cert for success.

Imagine. It's night-time. You've been involved in a hideous car crash just hundreds of yards from the cosy sea-side resort town you were planning to visit. Waking hours after the accident, you frantically search for your daughter who was beside you in the passenger seat. She's gone.

Bloody and confused, you drag yourself from the wreckage and head toward the town, hoping to find her safe and well, perhaps being cared for by locals. But something is very wrong. No-one is around. An eerie fog envelops the streets. As it clears in front of you, you recoil in

horror. The road is lined with corpses.

Somewhere a phone persistently rings. You ask yourself: "Am I dead, too?" This is the blood-curdling scenario that confronts Harry Mason – the hero of *Hill* – in the game's opening FMV sequence. Welcome to the world of psycho horror.

Of course, because this is a dark adventure, title players will no doubt be looking for comparisons with *Resident Evil* and, indeed, there are several. As in Capcom's series, the Konami team uses weird camera angles and frightening music to create an atmos-

phere of dread and tension. It also intercuts the action with animations and pre-rendered CGI sequences to keep the plot moving and give the player vital information. *Silent Hill* director Keiichiro Toyama is adamant that this game will terrorise players in a completely different way.

Whatever the case, the designers certainly seem to know what scares us: In one of the sections Harry enters a pitch black room, using a torch to illuminate the room (a fantastically eerie effect in its own right). Suddenly out of the black you can distinguish hideous demon babies crawling

toward you, mouths salivating, eyes glowing.

As for gameplay, comparisons with *Resident Evil* are once again inevitable although in some ways, *Silent Hill* has as much in common with *Tomb Raider*. Whereas both *Resi* titles used pre-rendered backgrounds, *Hill* employs a true real-time 3D environment..

With the prospect of *Resi 3* still many months away, *Silent Hill* has the horror genre all to itself. Come June the terror should begin. We'll bring you more next month together with an interview with the game's creators.

BYTES



A Star is born

In a distant galaxy, Japanese giant, Namco is at work on a sci-fi shoot 'em up called *Star Axiom*. And considering this is the company responsible in the past for *Xevious* and *Galaga* it's probably worth taking note. This outing will be more of a strategic blaster in the vein of *Colony Wars*, with mission-based combat taking place. Practice, Combat and Conquest modes provide the variations in gameplay and a strong storyline holds the whole thing together, punctuated by some very impressive FMV sequences.

Aces high

A console flight-sim worth playing? Surely that's like suggesting a night out with Julian O'Neill worth tagging along with? But, after almost four years in the life of the PlayStation – and two previous attempts by itself already – it looks like Namco may at last have come up with a decent flight sim for PSX.



Watch it!

Clock these beauties

The ultimate in PR extravagance for the PlayStation fan is the game-branded timepiece. Not quite up there with a Rolex or Tag, these nevertheless make for a desirable fashion accessory. And we've had a flood of them into the office recently! Check out the *O.D.T.* watch courtesy of Psygnosis, the *A Bug's Life* timepiece from Disney (replacing the Mickey Mouse watch?), and the *Colin McRae Rally* – perfect for those time trials. These items of wrist jewellery complement the Lara watch which is already available as part of the ever-expanding *Tomb Raider*-branded clothing range. If you have any suggestions for the ultimate PlayStation watch (it might even get made!), send them to us at the usual ACP address (see page 8), so far *Clock Tower* and *Time Crisis* lead the voting.



It just gets better and better

Wipeout 2097

Released: **October 1996**

Platinum release: **November 1997**

From: **Psygnosis, UK**

Style: **Futuristic racing game**



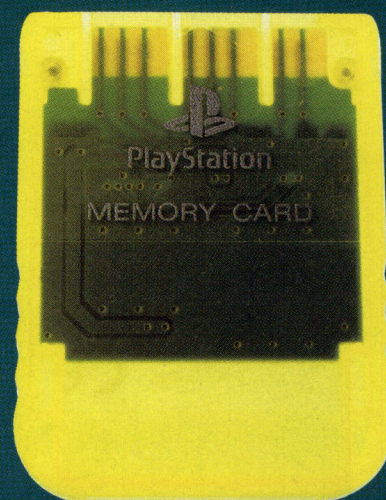
When *Wipeout* was released near to the launch of PlayStation in Australia, it was perhaps the quintessential PlayStation title – pulling together all the elements which would eventually lift the console to a new dimension. A thumping dance soundtrack was put alongside slick visuals and fast gameplay, and was packaged with the club-flyer logos of Brit creative, Designer's Republic.

And then, a year later, Psygnosis released *Wipeout 2097*

and, while we weren't sure it would be, it was even better.

Better choons (Chemical Brothers, Prodigy, Underworld), better graphics, gameplay which was more accessible and a two-player link-up mode of which we had not seen the like. Indeed, nor have we seen the like since. Fantastic fun in one-player and simply mind-blowing for two this is a great racing game, and at forty bucks simply must be in your collection. Gets better every day...

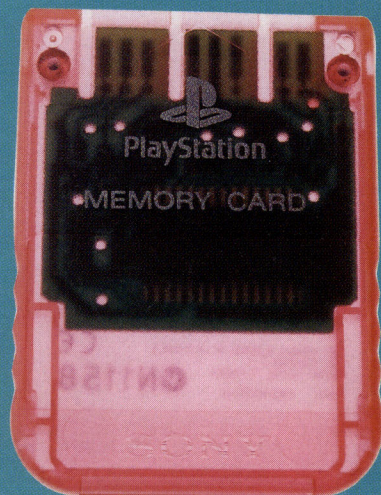
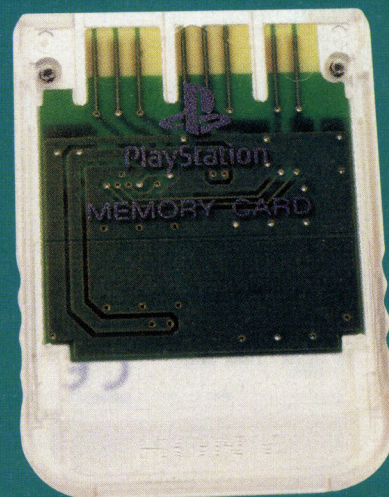
Traditionally the fare of PCs, flight sims have rarely combined arcade-style dogfighting with intelligent control systems to any degree. Now, however, Namco may achieve third-time-lucky success as *Ace Combat 3* aims to forget the spurious long-range combat of past efforts and get amongst it with skillful close-range exchanges which take place in the near future.

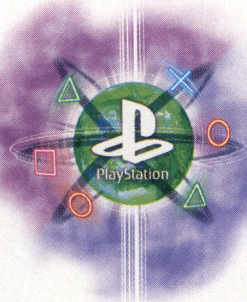


Objects of desire: The gorgeous, yet ruthlessly practical items of PlayStation life.

BEAUTIFUL MEMORIES

Starting with basic battleship Grey (below) and moving in a clockwise direction are the small add-ons that save your greatest moments for posterity and allow quick bouts of sleep. They are: Cherry Red, Black, Smoke Grey, Emerald, Lemon Yellow, Crystal and White. Available at all normal outlets they retail for the usual memory card price of \$29.95 and make for incredible savings. If you see what we mean...





Um Jammer Lammy

PaRappa 2: The Young Person's Guide to Becoming a Rock Star (part 2).

PaRappa is a rapper no more. The singing dog has been replaced by a redhead guitar player named, Lammy, for the sequel to *PaRappa The Rapper*.

While the bizarre plot and simple Simon-says gameplay didn't inspire all gamers, *PaRappa* made a significant contribution to broadening PlayStation's appeal. It has also inspired many other music titles, including the way funky dance-athon *Bust-A-Groove*.

The appropriately odd-titled sequel, *Um Jammer Lammy*, switches music styles from rap to rock, but the gloriously abnormal graphical style is still present. Many characters from the original also make an appearance, including Master Chop Chop Onion and Tamanegi-Sensei.

In the game, Lammy must imagine she is playing the guitar along to the beat before she can actually earn the real thing. She plays with a vacuum cleaner

and fireman's hose, takes to the skies, cuts down trees plus enters a duelling banjo contest (shades of *Deliverance*) with a redneck beaver. There's been nothing quite as strange on PSX since *PaRappa* had to rap to use the toilet.

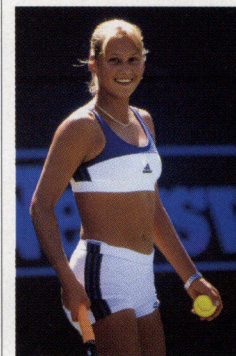
Innovations include a welcome two-player mode and rockin' dual-shock support. *Lammy* should jam your PlayStation in June. Expect some great spin-offs to accompany its release.

BYTES

Kournikova to be smash hit

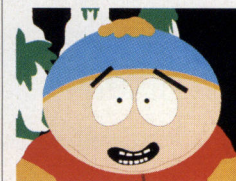
Tennis stunner Anna Kournikova has lent her name and her mini-skirted, tennis-is-sexy image to the cover of Namco's *Smash Court Tennis 2*. And it should make the long-awaited sequel, quite literally, an even more attractive prospect.

The game has excellent pedigree: the little-known and underrated original was a very cute and playable arcade-style hit-around and top fun against a friend. Graphics are again very colourful in the updated game, with charming cartoon characters and good animation. We just hope Namco does a reasonable job of animating Anna for the game, in an early copy of the game it might as well be Leonardo di Caprio's *Smash Court Tennis*.



Omigod, you can kill Kenny!

Set in a sleepy Colorado town, *South Park* grew out of Trey Parker and Matt Stone's distorted minds and follows the escapades of a bunch of dysfunctional eight-year-olds called Stan, Kyle, Cartman and Kenny (the latter, a beheaded Weeble-a-like, meets an untimely demise at the end of every episode). But, hey, you know about all this. Suffice to say that the game of the programme is due out in a few



months and sees you blasting away everyone in town, including Kenny of course. We'll bring you the sick details soon.

What if Titanic was a game?

Name of game: *Titanic Struggles*

Style of game: *Lemmings* meets *Tomb Raider*

Pitch: Big unsinkable ship hits iceberg and sinks. The ship takes approximately three hours to sink (although watching the film it seems like three years) and during that time you have to evacuate the ship of all its inhabitants – the lemmings. You must help lead whole groups through the ship's passageways to the safety of life jackets and lifeboats. Blockers, such as, nasty ship stewards who lock gates in your path, must be overcome – and you have to be quick because the waters are rising all the time.

Once you've mastered the easy levels and steered the posh lemmings to relative to safety, you then have to go down to the depths of the ship and get the mass of other rodents up. Sounds simple but there are twists. First twist is that there are far more lemmings than lifeboats – best solution is to let the poor lemmings die and save the posh ones. Second problem is that a couple of the lemmings (Leon and Cate lemmings) keep disappearing from the rest of the pack to paint each other or jump into the back of cars to try to create more lemmings.

Verdict: Great story which is ultimately ruined by being overly sentimental and long, together with including a needless love element. And that's just the film. The game may work. With 3,207 levels the game lasts even longer than the film. Only redeeming element is that you can kill Leon and Cate as soon as you want.

Rayman 2

One of the very first platform games ever to appear on the PlayStation, Ubi Soft's *Rayman* was a gorgeously animated and very slickly produced affair, albeit it a strictly 2D and rather sickeningly cutesy one.

Considering that *Rayman* was reviewed back in the very first issue of *PSM*, Ubi Soft has certainly taken its time to get a sequel out, but it's finally on its way in the shape of *Rayman 2: The Great Escape*.

This time around, *Rayman* will be coming to our TV screens in fully three-dimensional form and must use all his agility and special powers to escape from a bunch of robot pirates who kidnap him and his friends and imprison them in an intergalactic zoo. To take full advantage of the 3D environments of the game, *Rayman* will boast a whole range of new abilities. *Rayman 2: The Great Escape* is due to be released in May, so look out for more details about the game soon.



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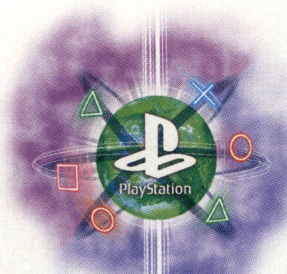
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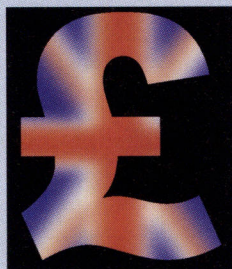
'GET XTREME WITH LIFE SAVERS' COMPETITION - CONDITIONS OF ENTRY 1. Information on how to enter form part of these conditions. Entries not completed in accordance with these terms & conditions are ineligible. 2. Entry is open to all residents of Australia except employees of the promoter Nestlé Confectionery (A Division of Nestlé Australia Ltd, A.C.N. 000 011 316) level 11, 12 Help St Chatswood NSW, its associated companies and agencies. 3. You may enter as often as you like by purchasing a pack of LIFE SAVERS, ringing 1900 959 305 and leaving your name, address and the last four digits of the barcode from any LIFE SAVERS product. Legion Max call cost \$0.50 Mobile & Payphones extra. 4. The promotion commences 15 March, 1999 and closes Thursday 10 June at 12 midnight. Prizes will be drawn at Suite 1102, 153 Walker Street, North Sydney, NSW 2060 at 10.00am on Friday 11 June, 1999 in the order listed below, and awarded to the valid entries drawn. 5. Prizes and values: 1 x trip for four to the 1999 PlayStation Xtreme Games December, 1999 at the Gold Coast including return airfares from the winners' nearest capital city to Coolangatta, twin share accommodation for 6 nights, VIP tickets to the 1999 PlayStation Xtreme Games, VIP dinner vouchers at the Hard Rock Café and \$1,000 spending money (all other expenses including food, transfers etc. are the responsibility of the winner) - valued @ \$7,000; 2 x Alcatel Max Mobile phones @ \$500 each; 10 x 1 year supply of LIFE SAVERS (one year supply = 365 rolls) @ \$219 each; 10 x Casio G-shock watches @ \$120 each; 25 x Levi's Jean vouchers @ \$120 each; 10 x Converse SkateStar Shoe Vouchers @ \$100 each; 10 x Dirty Dog Sunglasses @ \$90 each; 50 x PlayStation Games @ \$40 each; 50 x Levi's T-shirt Vouchers @ \$35 each; 30 x PlayStation Xtreme Games double CD's @ \$35 each; 30 x PlayStation Xtreme Games Videos @ \$20 each. TOTAL PRIZE POOL = \$21,690. 6. All winners will be notified by mail, listed on the internet at www.holelotmore.com.au, and published in the Australian Monday 21 June, 1999. Winners of the trip to the 1999 PlayStation Xtreme Games will be announced on the Network 10 on 13 June, 1999 during the final episode of the 1998 PlayStation Xtreme Games TV series. 7. All prizes must be taken as offered and are not transferable or redeemable for cash. 8. Unclaimed prizes will be subject to a second draw to be held on Monday 11 October, 1999 @ Level 11/153 Walker Street, North Sydney, NSW 2060 subject to the written directions given under reg 37 of the Lottery and Gaming Regulations 1993 SA. 9. No responsibility is accepted for lost, misdirected or delayed mail. 10. In the event of a dispute, the decision of the promoter is final and binding and no correspondence will be entered into. 11. The promoter makes no warranties as to the quality/ suitability/ merchantability of any of the prizes. To the extent permitted by law, the promoter shall not be liable for any loss or damage whatsoever which is suffered (including but not limited to direct or consequential loss) or for personal injury suffered or sustained as a result of winning any of these prizes. 12. NSW Permit No. TC99/00090, Vic Permit No. 99/19 issued 8/1/99, ACT Permit No. TP98/2204, SA Permit No. T99/87, NT Permit No. NT9978, Issued under the Lotteries Act 1964.

OSM LIFE003



global domination

UK Just what have the pommies been up to this month?



This is Mr Sony PlayStation. He's changed his name by deed poll. He's mad.

Once upon a time John Sterling, a Computer Operator from Somerset (south west of London) was just a mere John. But after a moment of devotion/lunacy he has changed his name to Sony PlayStation. That's right – Mr Sony PlayStation.

When news first reached us of this fruitcake's antics we were doubtful but examination of Mr P's passport (complete with bizarre S PlayStation signature) put us right. The man is a certified loon.

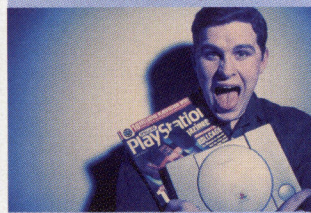
"I changed my name because I love the PlayStation. I play on my PlayStation so much that my mates call me 'Sony' so I thought: 'Hey, I might as well change my name to Sony PlayStation'. I thought about it for a couple of days and went ahead and did it. The solicitor's clerk was a witness and the whole thing was done in an

afternoon. It's great" he told us as we looked on open-mouthed.

"When I went back to work no-one could believe it. I must have had the whole company come and see me saying: 'Let's get this straight. Your name is Sony PlayStation? SONY PLAYSTATION?!' All my friends and family call me Sony. If they slip up and call me John I say: 'No, the name's Sony'.

So what happens when the PlayStation is old hat then? Is another name change on the cards? "Oh yes. I love Sony gear. PlayStation 2, whatever. I'll change it".

United Kingdom All-format top 10



- | | |
|--------------------------------|-------------|
| 1 (2) FIFA '99 | EA |
| 2 (2) Tomb Raider 3 | Eidos |
| 3 (7) Gran Turismo | Sony |
| 4 (NE) Brian Lara Cricket | Codemasters |
| 5 (4) TOCA 2 | Codemasters |
| 6 (13) Tenchu | Activision |
| 7 (10) Colin McRae Rally | Codemasters |
| 8 (6) Spyro the Dragon | Sony |
| 9 (RE) 4 PlayStation Multipack | Acclaim |
| 10 (3) Crash Bandicoot 3 | Sony |

United States All-format top 10



- | | |
|---------------------|------------|
| 1 Crash Bandicoot 3 | Sony |
| 2 Tomb Raider 3 | Eidos |
| 3 Metal Gear Solid | Konami |
| 4 Gran Turismo | Sony |
| 5 Twisted Metal 3 | Sony |
| 6 Knockout Kings | EA |
| 7 Tenchu | Activision |
| 8 Spyro the Dragon | Sony |
| 9 Madden 99 | EA |
| 10 WWF Warzone | Acclaim |

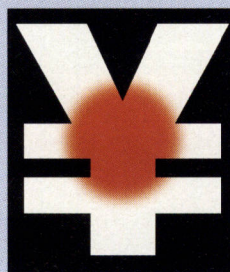
US From the land of opportunity comes...



EA's latest advance into sports is a tenuous one. The American giants of soccer, ice hockey and gridiron games now have plans to release *Street Sk8ters*, a skateboarding sim. In the arcade-style game, eight skaters and 20 boards are at your disposal, along with access to a street complete with all the ramps and jumps a boarder could want. You can opt for either Street Tour, wherein they perform stunts for points or the open Freeskate modes. There are also three performance levels within the game for various standards.

Despite the spurious sports link, *Street Sk8ters* is looking one of the most innovative titles on EA's schedule at present, marrying some stylised graphics with a superb control system. There is a gentle learning curve to ease players into some of the more complex moves, while the three performance levels offer then extend into a lengthy challenge. The skaters are brilliantly realised and all the research that you'd expect has gone into following skateboarders' every move so that the sport is accurately mirrored. *Street Sk8ters* is set for release later this month and we just want to know why it has taken so long for a boarding game to hit the PlayStation platform? And now that EA's bitten the bullet and undertaken one, surely a surfing game which utilises the analog pad can only be a few steps down the line. We hope so. More on *Street Sk8ters* next month when we have a prolonged play of the title.

JAPAN Latent orient. Where games are just waiting to rise.



JVC has a pair of diverse titles just begging to be thrust out into the PlayStation mêlée. The first offering, *YoYo Park*, is a suitably insane slice of Japanese fruitiness. Yet one that is surprisingly addictive and enjoyable right from the off. Some 62 screens of multicoloured jumping and pushing bombs at nasties is the order of the day. It boasts similar elements to the mighty *Bomberman*, yet with the action raised to a vertical plane. Everything is 2D based, giving the whole experience a funky retro feel. Expect to see this Irem-developed freakiness on a PlayStation in your vicinity around April.

JVC's other new title should pop up around May time and is touted as an air combat school sim. *Wing Over 2*, is, perhaps not implausibly, the sequel to *Wing Over* and offers up a similar, but more advanced pseudo-flying challenge. At the start of the game you are required to take the role of an utter rookie, one that must undergo serious tuition in order to advance through the ranks. After acres of trials, tests and simulations, you might just find yourself being strapped into a F16 to escort the presidential jet across hostile enemy territory. Essentially though, the game should offer unlimited challenges due to the addition of a mission generator, which, in theory, might enable untold amount of daring dos a real possibility. *Wing Over 2* may hopefully quell memories of its rather lacklustre predecessor and we're looking forward to bigger and better things from it.

Japanese All-format top 10



- | | |
|--------------------------------|-----------|
| 1 (10) Crash Bandicoot 3 | Sony |
| 2 (NE) Ehrgeiz | Square |
| 3 (NE) Kidoosenshi Gundam | Bandai |
| 4 (NE) Genso Suikoden II | Konami |
| 5 (NE) Ridge Racer Type 4 | Namco |
| 6 (NE) Elie No Atelier | Gust |
| 7 (NE) Sound Novel Evolution 2 | Chunsoft |
| 8 (NE) Thousand Arms | Atlus |
| 9 (RE) Bomberman | Hudson |
| 10 (NE) Super Robot Taisen | Banpresto |

Just how dedicated to PSX are you?

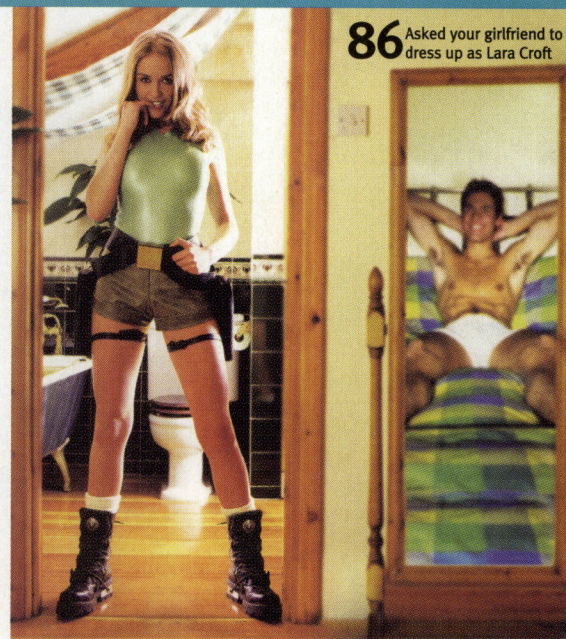
Here are 100 things that George Soropos thinks most PlayStation owners have done in the last five years. Award yourself a point for each one. Anything above 60, we suggest you seek counselling.

a ton of stuff...

- 01 Laughed derisively at anyone admitting to owning an N64
- 02 Laughed hysterically at anyone admitting ownership of a Saturn
- 03 Stared incredulously at anyone who bought a Jaguar
- 04 Refused to let your girlfriend sit on your Dual Shock
- 05 Tried to lure women back to your flat by promising to let them sit on your Dual Shock...
- 06 Come up with 101 reasons why you haven't been to sleep
- 07 Explain to your doctor how you managed to get RSI on the dole
- 08 Taken days off work because you couldn't stop playing GT
- 09 Forged notes from partners to explain reasons for number 8
- 10 Eaten substances barely recognisable as food
- 11 Drunk warm Coke because you got a little distracted
- 12 Drunk nasty cocktail of warm beer and cigarettes because you got very distracted
- 13 Shaken fist at TV while threatening to track down game developer
- 14 Thrown coffee at TV while shouting developer's name
- 15 Telephoned developer of very disappointing game
- 16 Lost your memory card between cushions in the lounge
- 17 Suffered from Gamus Interruptus when a sibling trips over your controller pulling it out
- 18 Had to put off hours of good gaming time because your friends want to watch soaps
- 19 Spent hours going through all the failings of every soap to avoid the problem
- 20 Wondered how long it's going to take until you, as a top gamer, become a sex symbol
- 21 Put up with your folks telling you it's your fault every time their 20-year-old television goes on the blink
- 22 Read some glowing review in a foreign games mag only to find there's no PAL release
- 23 Remember with fond humour those times when gloating N64 fans were so optimistic
- 24 Look upon those wretched creatures now with pity
- 25 Lost at least ten kilos from a poor diet and lack of exercise
- 26 Gained at least ten kilos from a poor diet and lack...

- 27 Had the police turn up at your door half way through *Resi* after calls from neighbours
- 28 Had an *Final Fantasy VII* fancy dress party
- 29 Set up two televisions side by side throughout the Grand Prix season
- 30 Sat back and watched while elderly family member tried to use your PlayStation
- 31 Taken your PSX to a mate's place because his is broken
- 32 Wondered what the hell that Parallel connector port is for
- 33 Considered changing your name to 'Sony Playstation'
- 34 Toured your local car dealers taking test drives to determine the accuracy of cars in GT
- 35 Driven over to a friend's place, looking around frantically for the checkpoint to continue
- 36 Driven that same car into the back of a bus and then thinking you need to restart
- 37 Measured time in game releases instead of weeks
- 38 Asked your flatmates if they mind you getting a toilet in next to the lounge
- 39 Wrote away to NASA, even though you've been turned down before, asking for a space suit to recycle bodily waste
- 40 Built a remote-controlled conveyor belt leading from your fridge to your lounge
- 41 Made up excuses as to why you couldn't go out
- 42 Explained to your partner that your passion for PlayStation makes you a better lover
- 43 Explained to your partner that a set of well-trained digits can make their life better
- 44 Explained to your partner that eye-hand coordination is an important relationship skill
- 45 Explained that to your partner that absence makes the heart grow fonder
- 46 Spent days calling a helpline to figure out that one final secret that will make your life complete at last
- 47 Rang a helpline for the tenth time and spoke in a funny voice because you were embarrassed
- 48 Rang a helpline and acted really dumb to annoy them
- 49 Put up with an advertising industry that insists if you

- 50 play videogames then you must have pierced gonads
- 51 Had loads of fun, just sitting in front of your TV screen
- 52 Started throwing your controller all around the room
- 53 Annoyed shop assistants for the posters on their walls
- 54 Tried to convince dumb counter staff that this game really is in the Platinum range
- 55 Written to a games' mag and told them that 'real-time fog' doesn't count as gameplay
- 56 Wondered who the hell plays flight sims on the Playstation
- 57 Marvelled at the vast range and complete crappiness of the steering wheels available
- 58 Wondered what ever happened to Sony's twin stick controller
- 59 Undergone physiotherapy to breathe life back into limbs
- 60 Used horrible puns like "I'm Tekken out the trash"
- 61 Become glamorous, rich, successful and a babe magnet
- 62 Form a single-issue political party devoted to putting Playstations in every classroom in every school
- 63 Fought battles in your lounge to retain control of the TV
- 64 Felt your heart sink as you realise you've just stood on your new game disc
- 65 Occasionally looked at an N64 magazine and been amazed at how they manage to make a whole issue out of just two game reviews
- 66 Resigned yourself to being portrayed as a 'wild, crazy, in-your-face' hacker-whizkid
- 67 Stolen your worst enemy's girlfriend by convincing her that your trained gaming fingers are indeed useful
- 68 Increased your cholesterol level dramatically through rapid ingestion of chips
- 69 Painted a targeting sight on the inside of your car's screen
- 70 Dressed up as your favourite game character to go to fancy dress parties
- 71 Delighted in being able to beat up people much bigger than you while playing *Tekken 3*
- 72 Decided to take up karate after playing a beat 'em up
- 73 Wondered what happened to the link cable



86 Asked your girlfriend to dress up as Lara Croft

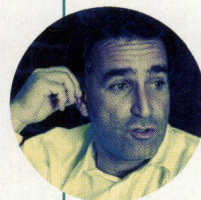
- 73 Figured out how to scratch every part of your body while both hands stay on your pad
- 74 Realised that if you put your pepperoni pizza, salad and Coke into a blender you can suck it all up through a straw
- 75 Been shocked and dismayed at how piles of unpaid bills stack up by the door
- 76 Bought lots of shares in Sony. Well, you never know
- 77 Taken so many days off work that you've run out of excuses that don't stem from the games
- 78 Purchased a car in real life because it is your favourite one to drive in *Gran Turismo*
- 79 Made huge attempts to quash the myth that PlayStation games are anti-social
- 80 Taken your PlayStation to a party as your 'date'
- 81 Forgotten how to read, shower and eat with cutlery
- 82 Developed an overblown sense of your own importance because of your GT lap times
- 83 Crashed your car due to number 82 above
- 84 Looked at the gaping hole in the wall plaster and the shattered gamepad lying in pieces underneath it
- 85 Taken the controller back to the shop and tried vainly to convince the shop assistant that it fell apart as soon as you got it

- 86 Asked your girlfriend to dress up as Lara Croft
- 87 Asked your girlfriend to dress up as Chun Li
- 88 Asked your girlfriend to dress up as Sunny Funny
- 89 Been asked by your girlfriend to dress up as Solid Snake
- 90 Asked your girlfriend to refer to you in public as Solid Snake
- 91 Found yourself singing 'Kick, punch, it's all in the mind'
- 92 Discussed the merits of *Crash Bandicoot* over *Pandemonium* at a dinner party
- 93 Switched off *Resident Evil* because you've been alone and - very very scared
- 94 Got motion sickness playing *Street Racer* or *S.C.A.R.S.* or *Gran Turismo*. Or all three
- 95 Had *Bust-A-Move 2* visit you in your dreams
- 96 Asked yourself and others why there isn't a decent television programme in Australia about PlayStation
- 97 Or - until now - a decent PSX magazine
- 98 Wondered what *Tekken* or *Metal Gear Solid* actually means
- 99 Felt sad when you've finished a game and longed for it to continue
- 100 Come up with an idea for your own game and written to a game's magazine or a developer asking for their opinion.

A large photograph of Michael Ephraim, Director of Sony Computer Entertainment Australia, sitting in a blue armchair in his office. He is wearing a light blue button-down shirt and has his hand resting on his chin. Behind him is a large window with a view of green trees and a brick wall.

"Even in the early days
we knew we had a hit
on our hands just by
looking at the machine"

Main picture: Michael Ephraim,
Director of Sony Computer Entertainment
Australia in his Surry Hills office.
Right (top to bottom): Michael Ephraim;
Steve Wherrett, PR & Promotions Manager;
Andres Vejarano, Marketing Manager.



Sony Computer Entertainment Australia



Sony recently celebrated the sale of the 50 millionth PlayStation around the world. Australia accounted for just over one million of them, not bad at all for a country with a population of only 18 million people. In fact, it would be not be exaggerating to say that Australia has gone completely PlayStation crazy.

While there is a whole team of dedicated workers at Sony Computer Entertainment Australia, the success of the PlayStation's launch in this country can be partly attributed to the efforts of Michael Ephraim (Managing Director), Steve Wherret (PR & Promotions Manager) and Andres Vejarano (Marketing Manager). They took time out of their busy schedule to tell *Official Australian PSM* the Australian PlayStation experience...

PSM: We'll start off with an easy one. What does your job at Sony Computer Entertainment involve?

Michael Ephraim: I'm one of two directors of the company, the only one in Australia. I basically run the company. Do the boss-type thing. This means dealing with the five managers that report to me – Sales, Operations, Finance, Marketing, PR and Promotions. I work with retailers so they're informed of the growing nature of this industry; that it's not just kids

anymore. I communicate with London a lot on strategies, budgets... Also analysing systems, looking at staffing... all that stuff that has got nothing to do with games [laughs].

Steve Wherret: The PR side is coordinating and liaising with our PR company and the media, ensuring that we get all the necessary exposure on both our games and our brand, as well as on a corporate level.

Promotions deals with managing the process of our own promotions and cross-promotions. In addition to that there's the management of all our sponsorships, both event and media, as well as coordinating in-store and merchandise teams. I have two people who work for me; a Promotions Coordinator who looks after the nuts and bolts and a Specialist PR guy who handles all the specialist game press. He's our game guru.

Andres Vejarano: The Marketing Manager's role is to get to know the gamers. Understanding the games they like, what they like about them as well as their taste and interests in other areas. Also to communicate to them through advertising when the new games are coming out. I work closely with the other divisions like Sales and Operations, to make sure the product rolls out.

PSM: In the global PlayStation network Australia is lumped in with the European territories, even though we're on different sides of the globe. How do you work in with Europe?

AV: The reason we're a part of Europe is because we share the PAL TV system, so we have a very similar release schedule and in many ways we've got a lot of similarities with the UK territory in terms of the type of games that are popular. For example, racing games are very popular here as well as in Europe.

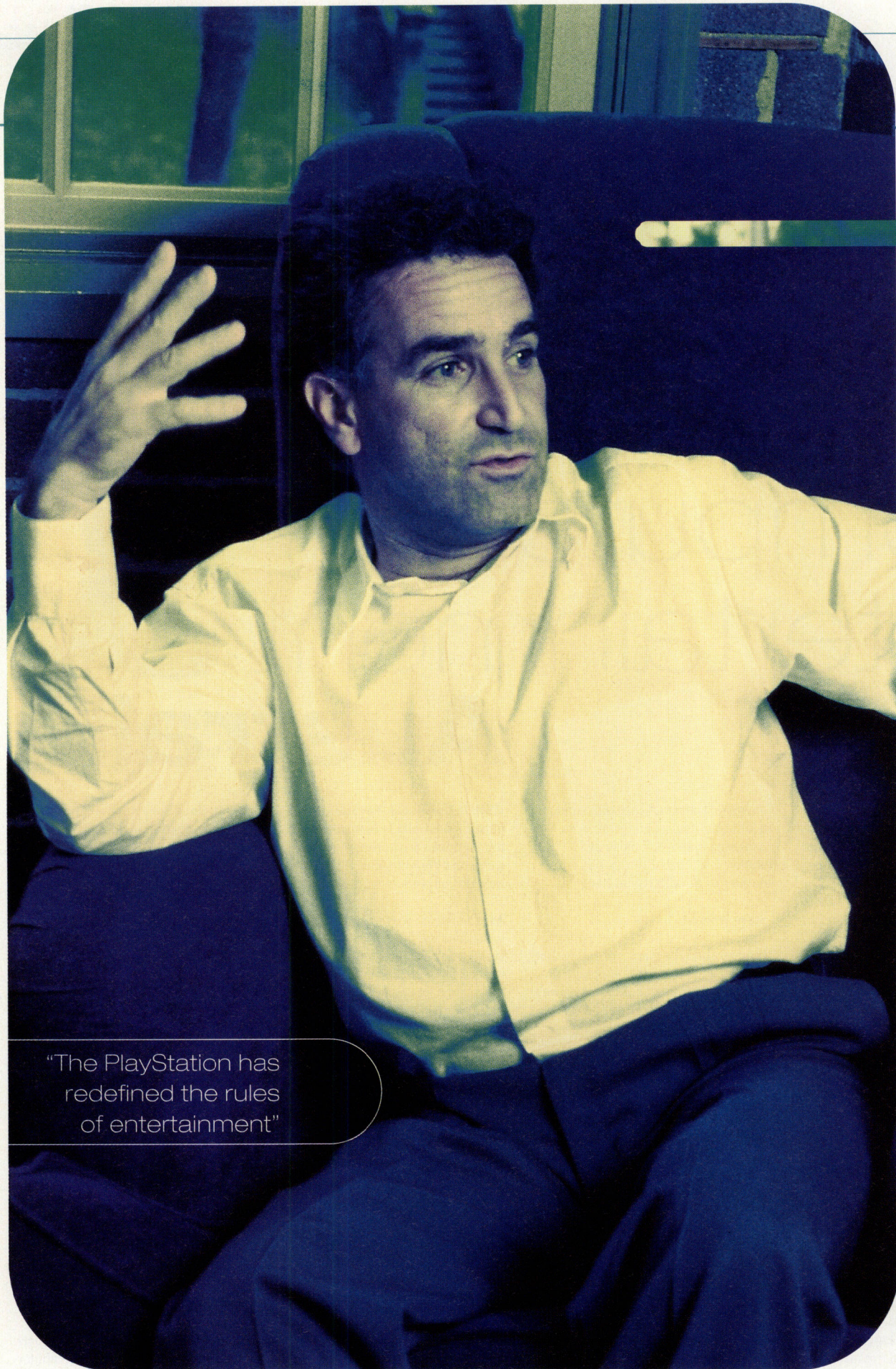
ME: We follow the London head office lead on pricing and street date of games. A PAL game will go on sale in Australia on the very same day as the UK, France, Germany and all other European countries, and as for the price, if we're not the same, we're cheaper. Look at *A Bug's Life* – it's 34.99 Pounds in the UK and here it's \$69.95. Given the exchange rate it should have been about \$99 here.

In some ways it's really good that we're all the way down here. Geographically it makes absolutely no sense to report to Europe and the distance has allowed us to be more creative and to run our own show. We were the first company to do event and sport sponsorship, which was with our 18-foot skiffs.

PSM: Does Sony Australia have specific Australian advertising and promotional campaigns?

AV: That's changing. Australia is definitely one of the bigger and more important territories, as far as gaming is concerned. There are already one million PlayStations in the home, which is a very high penetration, and as a result we're evolving our marketing and doing a lot more local initiatives. There are examples of Australian campaigns that have been exported to other territories, like the Platinum range. The creative for the campaign you saw was actually Australian-led and was taken up by about five European countries.

SW: In the PR and Promotions side we're actually leading the way. We've done promotions here with companies that would astound people in Europe, and particularly America. Some of our cross-promotional corporate partners actually come to us. For example, we teamed up with Porsche Australia to give away a Porsche Boxster for the launch of Porsche Challenge. Not only was it a world first for Sony Computer Entertainment, it was also a world first for Porsche – the company had never supplied a car free of charge for a promotion, and a consumer promotion at that.



"The PlayStation has
redefined the rules
of entertainment"



We've dealt with some of the world's biggest icons, like McDonald's and Coca Cola, and only now are some of our overseas' territories starting to pick up that. So in a lot of cases we've led the way and a lot of European territories look to us for ideas.

PSM: The campaigns have obviously done well with over a million PlayStations now in Australian homes. Is that a high penetration compared to other territories?

ME: We're third highest penetration behind Ireland and the UK. There are a lot of kids in Ireland and they can't go outside much in the UK, so in Australia we buck the trend by having all this outdoor activity, all these beautiful beaches and yet we're still up there.

PSM: Are there any particular landmarks in the PSX's Australian success story? When did you know you had a hit console on your hands?

ME: Even in the early days we knew we had a hit on our hands just by looking at the machine. Price point was critical though. Every time we came down we started increasing penetration, but when we hit \$299 we really saw the ramp up and when we hit \$199 it conquered the world.

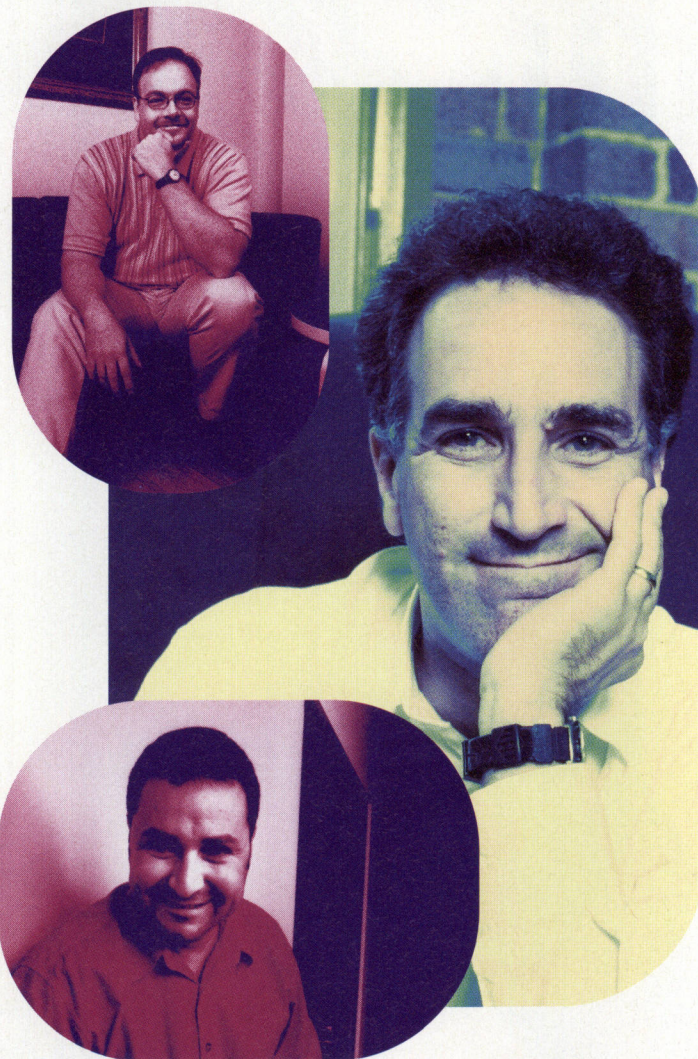
The first big benchmark game for us was *V-Rally*, where we sold more than 100,000 in very quick time.

PSM: How do you think the mainstream success of PlayStation has changed the gaming scene?

ME: I don't think it is changing gaming, but it is changing entertainment. You're now seeing music videos with game footage, you're seeing hot music come out for games – it's part of the club culture and it's also now in the home where a PlayStation fits nicely in the lounge room. PlayStation has redefined the rules of entertainment.

PSM: With the launch of Sony's new console now announced, what is the future for the PlayStation 1? What does the next couple of years hold?

ME: The same PlayStation that ran *Gran Turismo* last year was running *Ridge Racer Revolution* four years ago. I know they're different kinds of game, but if you look at the graphics and game depth, the improvements are incredible. *Gran Turismo 2* is tipped to



make *Gran Turismo 1* look archaic. The catch-cry of 'Do Not Underestimate the Power of PlayStation' is a great marketing line but it's also literal – do not underestimate the power of this thing. The developers have learnt to make the most of it.

Apart from the PocketStation, which will hopefully launch here in September, we have a major line-up of key titles this year, which will cut across every genre. There'll be a focus on the kids' market, which we've never really done before. But for the core gamers, 18 to 34-year-olds, we've got some brilliant titles coming – *Ridge Racer 4*, *Gran Turismo 2* and so on...

PSM: One of the major problems for the PlayStation over the past couple of years has been the high level of piracy? Are there any new strategies to combat copying?

ME: We're definitely going to take piracy seriously this year. Piracy is a problem because we're on CD and with the availability of CD burners anything on CD is going to have a problem. We'll be spending large dollars on investigation, law enforcement and meeting with the industry to find third-party partners to join us in that.

There are other plans from Japan and London on the technology and encryption side. Encryption has so far proven a bit of a weak defence but there are new encryption ideas coming through which look very good. However, even though piracy is bad, business is incredible. If you look at *Gran Turismo* – it has sold 180,000 units at \$80 a pop, which is \$15 million at retail. Back in the old days on Mega Drive and SNES, where you couldn't copy because it was cartridge, the numbers never even came close.

PSM: What would you say to readers of Official Australian PlayStation Magazine who are copying games?

ME: All I can say to the readers who consider pirating is that you might get a game for cheaper but you don't know about the quality. The moral issue is that you're not supporting an industry that spends literally billions of dollars in research and development to come out with new and better ways to entertain you. We are a commercial enterprise, we need to make money to reinvest so we can come out with things like the PlayStation 2. If you keep supporting people who have no interest in the games' industry, who take the money out of the country, who don't pay taxes so your tax bill is higher and who don't reinvest in the industry, then you're undermining the industry you love so much.

You need to pay the price to play the game so we can reinvest, and yes, make a profit, but in Australia I challenge anyone to look at the prices globally and tell us we're not being fair. Anyone who is reading this magazine and feels we're not being fair, my name is Michael Ephraim, give me a call. You cannot get PlayStation games cheaper in the US or UK, France or Germany. We're probably the cheapest territory in the world. That's another reason you shouldn't pirate, because you're getting a fair deal, you really are.

PSM: Finally, what is your favourite PlayStation game and what game are you most looking forward to playing this year?

AV: My favourite is actually *Rage Racer*, but I also love *Crash Bandicoot*. I think I'm looking forward to whatever incarnation Crash next comes out in.

SW: I'm looking forward to *Syphon Filter*. I had a chance to play an early version of it and it's looking really strong. Certainly the *Crash Bandicoot* series is a favourite – I've played through all three games and loved every minute of it.

ME: God, I've got so many favourite games but they're all deleted titles. I'm into retro gaming because I'm an old fart. I like the Namco Museum Pieces with *Galaga*, *Space Invaders* and *Pac-Man*. I also loved *Motor Toon Grand Prix* and I just realised a few weeks ago that it was made by the same development team that did *Gran Turismo*. It's a classic game.

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Metal Gear Solid
Metal Gear Solid
Gear Solid Interview
Metal Gear Solid Interview

Talkingsolidly

Interview

Metal Gear has been a global success. Are you pleased with the way it has all turned out?

I am very happy that *MGS* is doing very well overseas and not only in Japan. *MGS* has been my major debut. Until now, all my games were for the more minor (cult) machines. This game is also my first worldwide game.

Do you have a lot of contact with game players who own the game? What do they say to you?

Reactions have been so much better than I expected. I'm a little surprised because they have been too good. This game sort of picks its players (given the theme and genre), but I have been surprised that many female gamers and young gamers have been enjoying *MGS*. In Japan, I have received quite a few responses that the polygons are rougher than those in *Resident Evil* and *FFVII*.

Any fans you'd rather not have? Any peculiar behaviour?

There was this guy who used to work in the Japanese Self Defense Army. He send me a whole bunch of pictures of himself without a shirt posing with a model gun in his hand. In his letter he wrote "Use me as Snake!". I want those "dangerous" people who are stuck to the heroism (violence) in *MGS* to get the anti-nuclear/anti-war message.

When you fight Psycho Mantis attack the screen goes black and 'Hideo' appears in the top right of the screen. Is this a result of Psycho Mantis' powers? What's the thinking behind this bit as it has many players thinking that their game or TV is broken!

Yes, this is Mantis' psychokinetic attack to fool the player. In battle, it is more effective to attack one's mind than body. When people get fooled by Mantis' Hideo gimmick, I want the player to smile from realising that he/she was fooled.

What's the fastest time you've heard *MGS* finished in? And what time is about average?

A person in my team finished it in an hour and a half. The average, though, is about eight to ten hours.

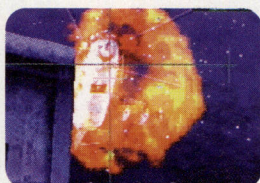
The game seems to be aware of the player's performance, placing rations and ammo for you to pick up if you're running out. Is this just our imagination?

No. The game does know whether or not the player has the items. Item locations do change accordingly.

It's been said that this is the first game that knows it's a video game, for example references to how often you've saved your game, the psycho-kinetic pad vibrating, moving the controller to port 2 (Mantis), the threat of resuming your game from a much earlier point and so on. It has been a remarkable experience for many. Have you any comments to make?

It is a matter of where you set the boundaries of the virtual reality

Sneaking around nuclear plants, killing guards, driving jeeps, avoiding explosions and sneaking round a bit more. It's all in a day's work for Snake. When they come up with a sequel, everything will be better. The question is whether the PSX will be able to cope with its creator's dreams. He wants the next game to include smell. Perhaps on PlayStation 6...



Metal Gear Solid is perhaps the most critically-acclaimed game of 1999 so far and is now selling fast down under. *PSM* talked exclusively to the game's producer, Hideo Kijoma...

world. Normal games limit the world to what takes space in the monitor. In *MGS*, the monitor, the game console and the package are all part of this virtual reality world.

And yet the training mode is in VR, as if saying that the game is real and the computer part only reaches as far as training. Is this another example of *MGS*' post-gaming age originality?
I tried to be sarcastic in the sense that it is a game within a game. Initially, when the actual game reached GAME OVER, we planned to show the words MISSION FAILED. And for the VR mode, we were going to say GAME OVER. But at the very end, we made both messages say GAME OVER.

Whose idea was it to put Meryl's frequency code on the CD case? And is this an anti-piracy measure?
It was my idea. It had nothing to do with anti-piracy. I just wanted to present a virtual plaything including the package.

What part of the game are you most proud of?
The last Jeep battle. We spent enough time to create a racing game to do that scene.

Which part of *MGS* has caused players the most problems?
Probably the battle with Mantis.

You must have watched a lot of movies given the fabulous cinematic feel. Any films you'd cite as being an influence? (we felt there was a similarity to a scene from *Face/Off*).
I do like John Woo very much as a director. However, it is hard for me to give you a specific movie name. All the movies (TV movies as well) I've seen since my childhood have influenced me.

The music is superb. Was the musician given free reign or were there specific requirements? Are you please with it?
We wanted something of the Hans Zimmer flavour. I am not too happy with the PlayStation console sound source.

Tell us about the 3D engine. Is it a completely new or adapted from another game?

A complete original. This was the first 3D game my team created.

Are there plans to use this engine in another game?
We can't use it as is, but we can modify it.

Why can't you play from a 'Snake-eye' view. You can select first-person view, but you can't move around once engaged.
Because I get 3D sick from *Doom*-like games.

Is there anything you'd like to change in now that you are aware of game player's experiences with the game?
There are a bunch of changes I would like to make. The demos were a little too long and so were the lines in the Codec screen.

Who is your favourite *Metal Gear Solid* character?
The Ninja.

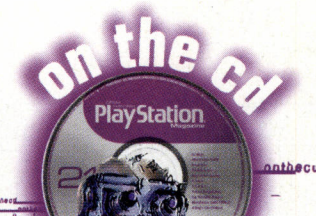
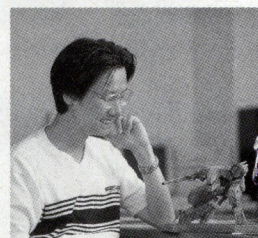
Is the fact that the majority of the game takes place on the first CD a deliberate measure? What percentage of the game would you say is on each CD?

This was because of the huge memory space [required] for the voices and the movie footage. We used a second disc because the ending voices and the movie footage of Alaska took up a lot of memory space.

Are the UK and US versions 'harder' than the Japanese game? What differences (if any) are there?

The US and UK (and other international) versions have four difficulty levels - EASY, NORMAL, HARD and EXTREME. The EASY mode is equivalent to the Japanese game, so the other three modes are more difficult than the Japanese version.

What ideas were you forced to leave out of *Metal Gear Solid*?
A bunch. Much more real effects of the search light and infrared sensors. There were other things that we could've done but that we couldn't include in the finished game.



See the results of Hideo's work by playing our huge exclusive demo on the front of this issue. Get to grips with Snake Solid and you'll see just what all the fuss is about. Already billed as the best PlayStation game of 1999 many think it is the best game ever. Now you can find out the reasons by trying out the stealth adventure for yourself. For instructions turn to page 106 now!

Is there a chance these ideas may end up in a *MGS* sequel?

Yes. Things we could not do because of time, because ideas were not finalised and because the current hardware isn't capable.

You waited eight years to create a sequel to *Metal Gear: Solid Snake*. Will you once more have to wait for the next generation of hardware to create the next game?

I don't know. As I said for the previous question, there are things that I couldn't do with the current hardware.

What feature would you most like PlayStation 2 to possess? Or, if you already own a development kit, which feature are you most pleased about?

Smell is a factor in infiltration (in the sense that the enemy soldier may smell an intruder). Some kind of equipment that can express smell...

warning!

This is a spoiler warning of extreme importance. If you have not yet played and finished *Metal Gear Solid*. DO NOT TURN THIS PAGE.

Revealed on the next spread in words and pictures is exactly how the game progresses and what the eventual outcome is. So if you're still playing then flick on another two pages and the rest of your game-playing enjoyment won't be ruined!



PLANET
playstation

Metal Gear Solid



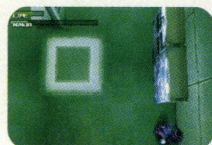
Sneak begins the game at the base's dock. And must pick his way across to the elevator and up to the base's entrance.



You emerge on a gantry above the tank hanger. The elevator takes you down to the prison cells where, as one of your main objectives the



Getting outside the tank hanger takes some more Meryl-help and Raven is waiting for you in the snow... The Nuke building is a vast and



Once the Ninja is pulped you can make a friend in Otacon, the nuclear tech-head. A bit more sneaking and you meet Meryl in the flesh. The



The dog's love Snake's urine-stained cardboard box and a bit of backtracking sees him finally getting his hands on the sniper rifle. Essential



It's Stinger missile versus Hind helicopter. Once removed there's the small matter of invisible stealth troops to take out. Things hot up in the

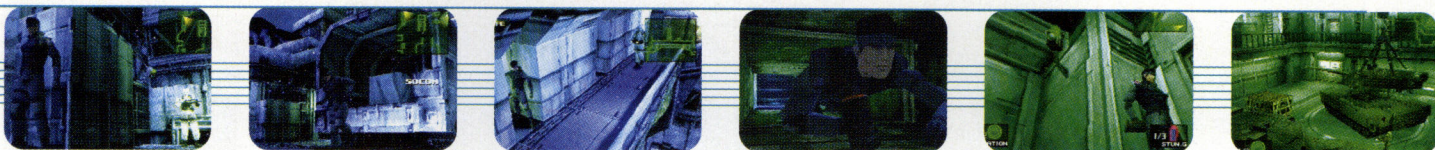


This guard won't know what hit him. And the nuke's shut-off switch is there for pushing. Playing with the shape-changing key will sort out the

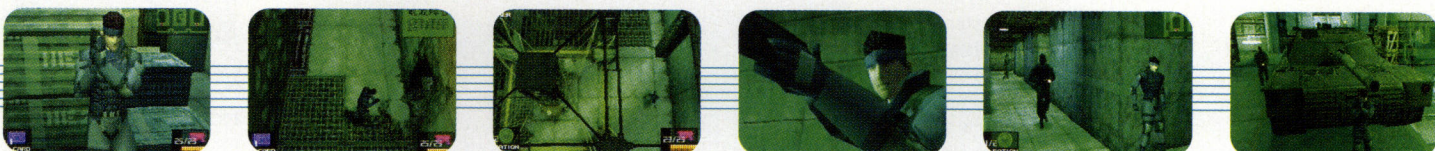


Sneak's wily ways are too much for the beast, and after thrashing Liquid once more he makes his escape in a handy jeep – replete with heavy

WARNING! SPOILER ALERT! Reading these words and looking at these pictures may give away some surprises. In fact, we'll basically ruin the whole game for you. So look away now or you read this lot at your own risk. You have been warned! Twice!



The best way inside is via a tiny air shaft high up on a vigorously patrolled balcony. Sneak past, crawl through and your inside.



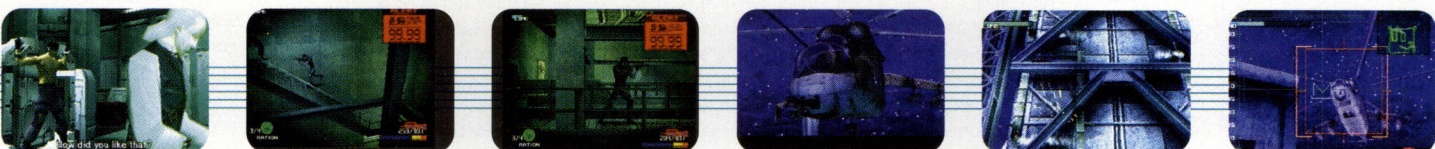
Darpa Chief needs rescuing. Clever Meryl, breaks you out of the cell and you head down for your first boss battle with Ocelot. Keep moving!



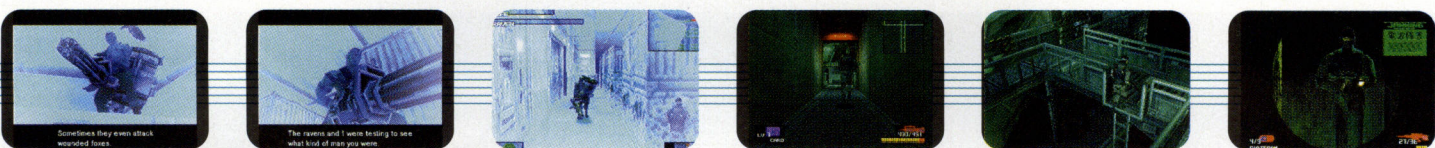
heavily-guarded hanger where only expert sneakers will make it down to the next level. After a flirt with poison gas it's Ninja time!



way ahead is barred by Psycho Mantis who provides one of the game's trickier battles before allowing Snake throw to the chilly caverns.



for taking out Sniper Wolf. Ocelot puts snake through a gruelling torture sesh before you scale the radio tower and confront Liquid Snake.



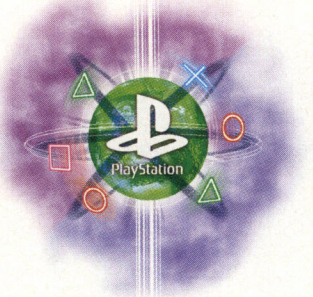
furnace. The complex gantries lead you to a final encounter with the lightly chilled Vulcan Raven. The ultimate battle is nigh.



trio of computers and Liquid fires up Metal Gear to exact his revenge. The skyscraper-sized behemoth whirrs into missile-slinging life. Ulp!



machine gun. Eventually daylight emerges and snake saddles up with his buddy and rides off into the sunset. Literally. Game over. Or is it...



SWANNING IN...



Sony Computer Entertainment in Japan has taken over the distribution and marketing duties on a new hand-held console. The strangely named Wonderswan, due for Japanese release in March, was developed by toy giant Bandai (responsible for the Tamagotchi virtual pet – a crime for which the company should be locked in a small room and spanked nightly).

There are rumours that Sony is overseeing the conversion of several PlayStation games to the format including *Gran Turismo* and *PaRappa the Rapper*. Industry gossip-mongers are even suggesting that the Wonderswan will be able to link up to the PlayStation. More details soon.



Wipeout back on track

If you thought *Wipeout 2097* was great, then just wait for the sequel. Yes, after dabbling with new genres, pushing the boundaries of gaming and releasing some distinctly six-out-of-ten software, Psygnosis has finally got the message from the public and is returning to its first PlayStation blockbuster – with a third version of *Wipeout*.

Rumours surfaced on the Net about plans for a third game in the successful series, and Psygnosis has confirmed that a *Wipeout* game will happen as the millennium nears. Currently, the game is without a name but the favourite (at Psygnosis and at PSM) is *Wipeout 3*, the exciting-sounding *Wipeout 2000* being ditched because this would mean the third game takes place 97 years before the second.

PSM can reveal that the new game will offer the split-screen two-player mode missing from both *Wipeout* and the sequel *Wipeout 2097*. Whether this will be at the expense of the superb link-up game isn't yet known.

There will be eight new tracks, with mirrored versions upping this total to 16 and five new racing teams, plus the possibility of the return of the old favourites. A major



shake-up is promised for the games modes available. Single Race mode, Time Trial and Competition will be joined by a full-on Tournament, with multiplayers racking up the points for placings in races in an attempt to lift a suitably cyber-styled trophy.

A whole new clutch of weaponry is on offer (details to follow) and Designer's Republic, the team that was responsible for the logos and hi-tech look of the earlier games, is once more on board. Finally, that most important of *Wipeout* elements, the kicking soundtrack, is again being created by a line-up of to-b- announced dancefloor all-stars. We'll have more *Wipeout 3* info, exclusively, as it is revealed.

wipeout wishlist

While *Wipeout 3* is taking shape we thought we'd write our own list of features for the game. With any luck this little lot will be on board.

1. Hi-res mode (512 by 240)
2. 60 fps screen update
3. Two-player link-up (four-player)
4. Save to memory card
5. Two secret tracks
6. Rear-view mirror
7. G7-style replay mode
8. Craft customisation
9. Compatibility with Namco's JoGoon™
10. Oh, and of course the usual brilliant dance soundtrack.

BYTES

Hot on the heels of its 3D revamp of *Asteroids*, Activision has confirmed plans to convert the creaky coin-op classic



Space Invaders for the PlayStation. Details are currently of the hush-hush variety but early whispers include the inevitable addition of 3D polygons, while PSM remains hopeful that the fantastic gameplay that made *Space Invaders* such a classic all those years ago will be retained.

For the adaptation of *Asteroids*, Activision worked with Syrox Development. A bizarre choice, given that Syrox's track record of such un-arcade titles as *SCUD*, *Dark Reign*, *Jungle Book* and (gulp) *The Lion King*.

How any of the above can prepare either Z-Axis or Activision to update what is *The Holy Grail Of Videogames* is anyone's guess. Suffice to say, further developments are guaranteed. Altogether now, duh-duh duh-duh...

Taking PlayStation to Xtremes



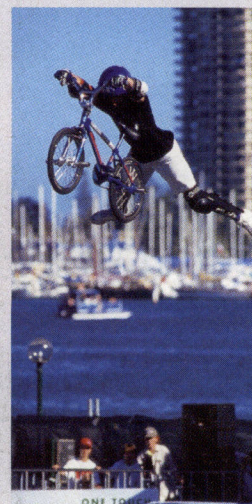
Sony on the television

Highlights of the 1998 PlayStation Xtreme Games are currently being shown on Channel 10. Tune in on Sundays at 11.30am for insane Xtreme sport action, with events like street luge, sky surfing, BMX, skateboarding, motorcross and inline skating.

The show also features reviews of PlayStation games including *Coolboarders 3*, *Rollcage*, *Metal Gear Solid*, *Ridge Racer Type 4* – and even a slot for this very magazine.

Sony has also just released a PlayStation Xtreme Games music CD so you can skate to the funky tunes.

This year's PlayStation Xtreme Games will be held in Brisbane during December. More details on this as soon as we have them.





Crash 3 **VS** Spyro



The bandicoot or the dragon, which of the two star platformers on the market should you be investing your hard-earned, or sneakily borrowed cash on. We compare the two little monsters...

Crash Bandicoot 3	Game name	Spyro The Dragon
\$69.95	Price	\$59.95
Naughty Dog	Developed by	Insomniac
Crazy, kids cartoonism in the form of <i>Crash Bandicoot 1</i> and 2.	Who do what exactly?	Dastardly, devious, deathdealing in the form of <i>Disruptor</i> .
Prancing rodent sprints about, leaps a lot and takes charge of a motorised bicycle and biplane.	What's it all about then?	First outing for the mystical mauve creature. He spits fire, flaps about but still remains as cute as a baby human.
No. The bandicoot gives the impression of 3D, yet has a fairly linear agenda. A healthy feast for the irises however.	Are they not rather similar?	No. Dragon-boy leaps less and glides more. He also boasts the biggest and best 3D environment ever to be shoehorned into a PlayStation.
Merely mono.	Players?	Measly, mono.
Sharks and an unpleasant flame throwing warthog.	What's the baddie situation?	The rather unsportsmanlike egg thief, frog guards and fat, blue club wielding beasts.
Si senior.	Exclusive to Playstation?	Si, si, arriba.
9/10	PSM score	8/10
It's the best platformer on the market and we approve of the bandicoot completely. We suggest you purchase forthwith.	Worth a purchase?	We approve, but we don't luurve Spyro. In theory it is more 3D than the bandicoot, but the gameplay feels more limited.

on the periphery

Trigger Thimbles™

Intensive medical research has proved that constantly rubbing your thumbs against an inanimate object can abraise the skin. You can avoid this infuriating occurrence. Simply sheath the digits in Trigger Thimbles™ and play your videogames every day, all day, without fear of skin shreadage.

The Thimbles come in a range of bold colours and are available at \$15.95 per pair. Simply send your cheques to Australian PSM.

NB At time of going to press this peripheral does not exist, however, if demand is strong enough then we might have a go at knocking a few up in a lunch hour. In the meantime PSM reserves the right to spend any of the moneys foolishly sent in to us on alcohol and fast food at the Editor's discretion. We thank you.



The JoGcon

Released to coincide with the arrival of *Ridge Racer Type 4* (see page 68), this curious looking pad provides a small, thumb-operated steering wheel positioned between the two handles. It takes a lot of time to get used to, but here in the PSM office we've found it perfectly accompanies the slam, bam arcade-style gameplay of *Ridge 4*. It's a more solid and robust style of joypad and feels easy to hold, with the wheel having a serrated edge to help with gripping. And it is the wheel which provides the real difference because it gives the inertia and resistance expected of a real steering wheel when you skid or make contact with other cars. The physics seem spot on, and the only problem is that you need prolonged play to get used to the whole thing – not a real problem when you see how good *Ridge 4* is.

At the moment the JoGcon cannot be purchased alone and is just part of a pack-in with *Ridge 4* (although the game can of course be purchased without the JoGcon). The reason for this is simple: There are no other games at present which support the JoGcon, so why buy it if you don't get *Ridge 4*? This situation is likely to change, however, and the JoGcon should become available alone later in the year when more games are compatible. No prices are available at the time of going to press but we'll feature JoGcon again soon, when more info is available.





Ed Fong

National Marketing Director
GT Interactive, Australia

1999 will be the biggest year ever in PlayStation's relatively short history and probably the biggest ever seen in the interactive entertainment industry. Developers are continuing to reach for new levels of technical excellence and are delivering absorbing and unique interactive experiences. Fine examples of this will be the first three games that GT Interactive will release to the Australia market this year. From the game of the year – *Metal Gear Solid*, to the action mayhem of *WCW Thunder*, to the kids' favourite *Rugrats*.



Derek Proud

PR Manager
EA, Australia

At EA we're most excited about our local sports titles *AFL 99* and *Cricket World Cup 99*. *AFL* on PC broke previous sales records for a sports game and we expect to see the same effect on the PSX. It's great to see the local market respond so well to a game that has been designed specifically for it. *Need for speed: High Stakes* is gonna be huge as well, Australian PSX gamers will be thrilled to know that we have added the Holden and the Ford to *High Stakes* and that new features will include Holden and Ford police cars as well.



David Giles

Development Director
Beam Software International

Because it takes so long for a game to be developed, minimum 18 months, we need to know what consoles will be selling well by the time our game hits the market. There were many rumours kicking about that Christmas 98 would be the last hurrah for the PlayStation. This obviously wasn't the case and I'm firmly convinced that PSX will sell and be strongly supported by mainstream developers right through to the year 2000. It will be interesting to see over the next year how future games link to the PocketStation.



Tony Pittorino

Director of Marketing
Acclaim, Australia

PlayStation is undeniably the current force in videogames. It's a platform that has defied many of the previous trends in the games' business and one that is destined for a long-term future. Acclaim is a strong believer and looking forward to releasing a number of major PlayStation titles in 1999 including *WWF Attitude*, *South Park*, *Shadowman* and *Re-volt*. *WWF* is a big, big title for Acclaim in '99... *Shadowman* explores the darker side of gaming with parallel worlds intertwined with voodoo and black souls.



Andrew Iredale

Contributing Editor
Official Australian PSM,
Freelancer

With the PlayStation 2 still over a year away it will be interesting to see how much more can be squeezed out of the existing machine in terms of both graphics and innovations in gameplay. *Gran Turismo 2* is shaping up to be killer and I'm dying to play, even though I know what to expect. I don't think I'll need any other car games then, but a good flying game (something between *Ace Combat* and *RC Stunt Copter*) would be nice. And a *Metal Gear Solid* style adventure.



TALKING HEADS

Here are some of the people who matter in the Australian PlayStation industry talking about, well... The Australian PlayStation Industry. As the millennium approaches they give their views on which PSX games are going to see us into the year 2000 and what their hopes are for the last year of the century.



Rob Pegley

Editor Official Australian PSM,
ACP Publishing

My only hope for 1999 is that the clamour for PlayStation 2 – great though the console will be – doesn't detract from the fantastic games coming out over the next eighteen months. Next Christmas will be huge for the PlayStation and the rest of 1999 is going to be pretty impressive in the run in. *Gran Turismo 2* will be here in September and I'm also looking forward to the next installment of *PaRappa*, along with *Driver*, *Wipeout 3*, *Silent Hill* and *ISS Pro 99*. We haven't seen the best of this console yet.



Nino K

Specialist PR
Sony Computer Entertainment,
Australia

I'm looking forward to *Gran Turismo 2* more than anything else. With the sheer amount of cars and tracks planned for the sequel, it will undoubtedly be the racing game to own in '99! They seem to have combined the best elements from both of my favourite racing games (*Gran Turismo* and *Colin McRae Rally*)... It's really going to rock. Definitely! The PocketStation should also be huge this year. The idea of taking this little gizmo to work is just plain exciting!



Kym Warner

PR Manager
Ozisoft

The game that Ozisoft is most looking forward to is *Legacy of Kain: Soul Reaver*, with its dark content and gripping storyline this will be one of the biggest hits of '99. *Soul Reaver* revolutionises Adventure games with its immersive 3D graphics and innovative gameplay mechanics. Also, in *Prince Naseem Boxing* the team at Codemasters has turned out yet another special sporting title. Features include 16 international boxers in 16 global locations and real-life effects include boxers sweating in the heat of the action. And then of course there's *V-Rally II*...



Ian Livingstone

Managing Director
Eidos

PlayStation is undoubtedly set to have another amazingly successful year in 1999. Without question it will be the leading console format – 50 million PlayStation users worldwide can't be wrong. The games that are currently in development and are scheduled for release in 1999 are the best yet by far. [And this is from the man whose company are responsible for *Tomb Raider 3*.] My hope is that even my mother-in-law will challenge me to a game on my PlayStation next Christmas. We'll wait and see.



Jason Rubin

President
Naughty Dog

Naughty Dog (the creator of the highly successful *Crash Bandicoot* series) has had 12 years in the videogame entertainment business and we have never felt so good about a game system's long-term prospects going into a new year as we do this year about 1999 and the PlayStation. Naughty Dog plans to support the PlayStation fully throughout year with a title to be released in the last quarter of 1999. And, wait for it, while *Crash* has been a huge success, it will not be a character-based platformer this time out!



Dave Perry

Managing Director
Shiny Interactive

[Dave Perry, designer of *RC Stunt Copter* and *Messiah* in 1999, talked to PSM specifically about PlayStation 2]. Sony has seen Sega's hand, so... I would expect a little more of everything. If I had my way, I would be pushing for steering wheels, real force-feedback joypads (not just vibration), real-time tessellation in hardware, pressure-sensitive buttons (press harder, jump higher and so on), 56k modem, RAM drive (like a small jaz disc so the whole game world can change)...



Garth Taylor

Marketing Manager
Gremlin, Australia

Gremlin Interactive Australia is carrying a variety of exciting developers and publishers into the new entertainment-hungry millennium. With the Actua Sports range truly up and firing we will see hockey, golf and soccer management titles adding to the 11-strong Actua Sport series (Soccer, Hockey, Golf, Tennis, Pool, Management) in 1999. We think *Rally Masters* is looking pretty awesome too, I've loved it since first seeing it in the United Kingdom in June last year and I'm looking forward to seeing more of it.



The first in a series about
those game girls...

THE REAL LARA

Name: Nell McAndrew

AKA: Lara Croft

Occupation: Full-time model

Date of Birth: 6th November, 1975

Birthplace: Leeds, England

Vital statistics: 32D-25-36 (smaller than Lara!)

Hair: Brown (although changeable)

Eyes: Green

Personality: Friendly and down to earth

Big break: Shaving her head gained notoriety and she then got the part of Lara after simply attended a casting session.

Previous *Tomb Raider* knowledge: Had played the game a little before the casting.

Views on Lara Croft: "A tough, sexy character. I'm proud to think that I've been chosen to play her."

Lara characteristics: Very independent and loves sports – running, boxing etc. "I've also got a rather large chest... though not quite as big as Lara's"

Previous modelling experience: *Man-o-Man* (UK game show), Adidas Photographic work, backing dancing in clubs including Ministry of Sound in London and fashion and lingerie features for British tabloid newspapers.

The future: Playing Lara Croft in the *Tomb Raider* film after elocution lessons?



PLAYSTATION VERSION
FEATURES MUSIC BY

APHRODITE

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THE USCHI CLASSEN BAND

DANMASS

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FATBOY SLIM

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PASCAL

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RATMAN

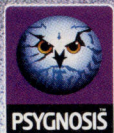
rollcage

"NOT EVEN GRAN TOURISMO CAN
HAVE THE MASSIVE APPEAL OF A
FAST, FURIOUS, FUTURISTIC
RACER SUCH AS ROLLCAGE."

PLAYSTATION MAX MAGAZINE (UK) -
LAUNCH ISSUE / JANUARY 1999

"...EVERY RIGHT-THINKING
PLAYSTATION OWNER WILL WANT A
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OFFICIAL PLAYSTATION MAGAZINE (UK) -
ISSUE 41 / JANUARY 1999

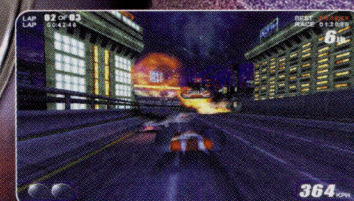


MORE INFORMATION CAN BE FOUND AT
www.rollcage-game.com
www.psygnosis.com



PC
CD
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This title is yet to be classified.



PlayStation version features music by

APHRODITE
ASHLEY BEEDLE PRESENTS THE
USCHI CLASSEN BAND
DANMASS
ED RUSH & NICO
EZ ROLLERS
FATBOY SLIM
FREESTYLES
HOAX
LES ROSBIFS
PASCAL
PRESSURE RISE
RATMAN

rollcage

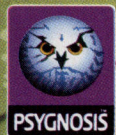
360" NO RULES NONSTOP RACING

"NOT EVEN GRAN TOURISMO CAN HAVE THE MASSIVE APPEAL
OF A FAST, FURIOUS, FUTURISTIC RACER SUCH AS ROLLCAGE."

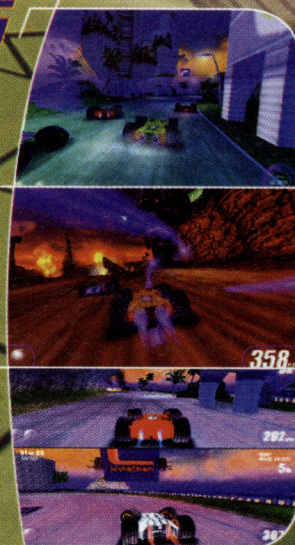
PLAYSTATION MAX MAGAZINE (UK) - LAUNCH ISSUE / JANUARY 1999

"...EVERY RIGHT-THINKING PLAYSTATION OWNER WILL WANT A
COPY OF THIS. GUARANTEED"

OFFICIAL PLAYSTATION MAGAZINE (UK) - ISSUE 41 / JANUARY 1999



MORE INFORMATION CAN BE FOUND AT
www.rollcage-game.com
www.psygnosis.com



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The titles yet to be classified.



ANALYSIS DO IT YOURSELF



Launched in Australia in 1997 after a successful debut in Japan, the sleek black programmable Yaroze PlayStation enables you to create your own PlayStation games. Linked to a PC or Mac, anyone with a grounding in the C programming language can get to grips with the system. Here's how...

ANALYSIS DO IT YOURSELF

WHAT'S IN THE BOX? ASK THE EXPERT

"I could do better" has long been the rallying cry of the disgruntled gamer. Net Yaroze has a straightforward reply: "Well, why the hell don't you then?"

For the new, reduced price of \$600, Net Yaroze members receive the items listed in the boxout on the right. In addition, you'll need a minimum specification PC — 486DX 66MHz with one free serial port and 4Mb of RAM (but we advise a more powerful machine for fuller gaming enjoyment) or a Power Macintosh.

Other expenses are optional. The Net Yaroze can display PAL and NTSC signals, so you might consider investing in a new TV. If you would like a better quality display, spurn the AV cables in favour of the superior SCART or S-Video equivalents. Finally, Sony offers a third-party development system, called CodeWarrior, for another \$250-odd. If you're serious about creating games, you'd be well advised to consider it.



We gave a Net Yaroze pack to Ade Miller, a programmer with 20 years experience, and told him to get on with it. Here's what he discovered.

Wednesday: My new toy finally arrives. It's matt-black and sucks in light — a bit like the Death Star but with more gameplay. Hooking it up is a step-by-step affair and a test program is provided so it's easy to check that the whole system works before trying to write any games. The CodeWarrior development system appears like a Macintosh application, but seems to do the business. It also includes a program for downloading completed programs on to the Yaroze.

Friday: The test program, Check, displays bouncing balls on the screen and enables you to vary the number of balls using the controller. Not very enticing, but opening up the CodeWarrior project reveals in can be done using only a few pages of code.

Saturday: Time to write some real code. Tear Check apart and turn it into a real game, rather than a demo. The Check code is a bit messy and needs a sport of rewriting so I can reuse bits of it. Turns out that although CodeWarrior will compile C++, a more powerful version of the C language,

the Yaroze doesn't run it. This is a shame, but it's not the end of the world. Time to dust off those old C manuals.

Code has to be downloaded onto the Yaroze before it can be tested. This really makes you think about what you're doing before going to the trouble of downloading it. Obviously downloading a whole game using the serial connection to the Yaroze would take quite a while, luckily Sony thought of this and a lot of the Yaroze code is store on a special CD, minimising download times. The Yaroze has a debugger so you can watch the program running and see what's wrong with it.

Sunday: Visited the PlayStation Web site at <http://www.playstation.com.au> which has a link to the Net Yaroze site. Armed with a password, you can access the latest news, as well as a support page and links to other Web sites. And there are lots of Yaroze games to play and try out for yourself.

Monday: Well, after only a few hours of work I almost have a working *Breakout*-like game. Sony has made it easy to put games together. What the Yaroze kit doesn't give you is tools for creating graphics and sounds. You'll need to use other applications, like *3D Studio*, to give your game and bit more life. Sony does provide lots of tools for converting common graphics and sound file formats to PlayStation formats. I'd certainly need to spend more time on my *Breakout* game to give it that professional finish.

Conclusion: Is it worth it? If you've not got a PlayStation and fancy having a go at games programming, then at \$600 the Yaroze is an easy choice. It's more expensive than a normal PlayStation but the extra \$400 is comparable to what you'd spend setting your PC up to develop Windows games. You should certainly consider investing in CodeWarrior because it makes life quite a bit easier. The Net Yaroze's library is a lot more straightforward to start writing games in than Microsoft's DirectX technology and you have the added bonus of being able to play imported Japanese and US titles.

Get yourself a job in the games' industry and the whole thing will pay for itself by the time you reach your first coffee break.

THOSE FACTS AGAIN, IN FULL

BLACK MULTI-FORMAT NET YAROZE PLAYSTATION

TWO CONTROLLERS

A/V TV LEAD

COMMUNICATIONS CABLE

PLAYSTATION DEVELOPMENT TOOLS CD

DEVELOPMENT LIBRARIES AND UTILITIES

STANDARD C PROGRAMMING LIBRARIES

HIGH-LEVEL USER-FRIENDLY 3D RENDERING LIBRARIES

PLAYSTATION CONTROLLER INTERFACE LIBRARIES

SPECIAL NET YAROZE SOUND LIBRARIES

GRAPHICAL FILE FORMAT CONVERSION UTILITIES

3D OBJECT CREATION AND CONVERSION UTILITIES

PROGRAMMING TOOLS

R3000 C COMPILER

LINKER

DEBUGGER

PLAYSTATION BOOT CD

ACCESS CARD (SECURITY DONGLE)

SERIAL CABLE (CONNECTS PC TO PLAYSTATION)

DOCUMENTATION (THREE MANUALS)

START-UP GUIDE

USER GUIDE

LIBRARY REFERENCE

ACCESS TO NET YAROZE MEMBERS WEB SITE

SO, WHAT'S THE STORY?

The Yaroze was launched in Australia in 1997, after a successful debut in Japan. Billed as the programmable PlayStation and coloured sleek black rather than the traditional grey, it offers would-be games' gurus the chance to create their own PlayStation games. Linked to either a PC or Macintosh, literally anyone with a ground in the C programming language can get to grips with the system. With dedicated software supplied, special libraries of code routines and the necessary cables as standard, it's an inexpensive route into the programming world.

If you know literally nothing about coding games, Yaroze won't turn you into a top developer overnight. But if you have a basic grounding in the arcane art of programming and are willing to learn, the results can be surprising. "I've been interested in games' programming since I was about 15 and *Blitter Boy* was my first serious game effort using C," says Chris Chadwick. "Before that, I'd done a load of BASIC programming, I pretty much used the Yaroze to learn C and *Blitter Boy* was the result of it."

For a first attempt at creating a game using the PlayStation and the C coding language, *Blitter Boy* has enjoyed an incredible amount of success. Winner of Best Yaroze Game and Best Overall Game at the recent Game Developer UK awards in Scotland and the Yaroze 1st Anniversary competition, Chris has the black PlayStation to thank for his recent move into full-time programming. "After the GDUK awards, someone from SCE (Sony Europe) mentioned my name to the affiliated company Eighth Wonder. The people at Eighth Wonder were looking for another programmer, so they gave me a ring shortly after I got back. I came down for an interview and I got the job..."

Learning C is not as difficult as it may sound. To the layman its seemingly complex and near-incomprehensible lists of commands may appear as impenetrable as fortress, but it's one of the most commonly used programming languages around. If you're looking for a career in programming, knowledge of C is a prerequisite. Fortunately, there are many books and magazines that can help. Similarly, there are now short courses available around Australia. If, on the other hand, you have a tentative grasp on the principles but need a little help to get started, the Internet is a great resource.

NET BENEFITS

One of the key features of the Net Yaroze is the dedicated online services offered by Sony. With a modem and an account with the Internet Service Provider, Yaroze owners can get in touch with other programmers, receive technical support and even find inspiration and advice from outside sources. Sony is rightfully proud of this club atmosphere and the willingness of members to help their contemporaries. "There's a newsgroup that supports and offers advice with any problems you might have," says Chris Chadwick. "If you're having trouble with something, you can post a message to the newsgroup and someone will pick it out and help you." *PSM* knows of Yaroze owners arranging to meet in person via the Internet, in order to natter about coding and game creation. The existence of this friendly, Net-based fraternity has enormous potential. While many Yaroze games are predominately solo efforts, the potential of such a friendly Net-based fraternity is huge. It's not hard, for example, to imagine an artist in Austria, a programmer in Australia and a musician in England collaborating to create a game.

Having created demos or even full games, Yaroze members can upload their creation onto the Internet for others to view. This can be a rewarding informative process. If people like your game, you get to bask in the glow of their wholesale adulation. If on the other hand they feel that it still needs a bit of work, such feedback is invariably positive, practical and it's most certainly educational.

THE PROGRAMMERS

"Up until just recently I was working for a local company writing commercial applications for Windows," says *Psychon* creator Ben James. "And honestly, I got thoroughly bored of the whole thing because I really want to write videogames. In February 1998 I saw an advert for the Net Yaroze on in *PSM*. So I got my black PlayStation in March and proceeded to dive straight in at the deep end and write a 3D game. I was amazed at how easy it was, with much of the hard work done for by the PlayStation hardware, in just four months I was able to create three different games."

If you know nothing about coding games, Yaroze won't turn you into a top developer overnight



YAROZE HALL OF FAME



Here are some examples of games which have already been programmed with a Yaroze PlayStation. Load up this month's cover disc and you can play all 12 of these games in full, plus two more surprise titles. Play them and try to resist the inevitable 'one more go' syndrome.



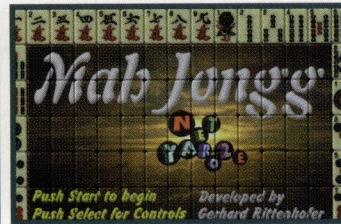
CHARLES CHAPMAN
TOTAL SOCCER

A firm *PSM* favourite, it's *Kicked Off* and *Sensible Soccer* from the Amiga days rolled into one. It's fast, it's horribly playable and we love it.



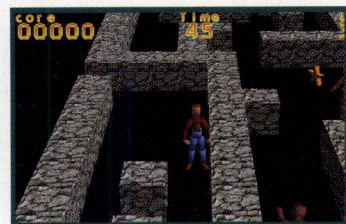
CHRIS CHADWICK
BLITTER BOY

Blitter Boy has scooped far too many awards to list here. And for good reason, it's a superb shoot 'em up. How about a sequel, Chris?



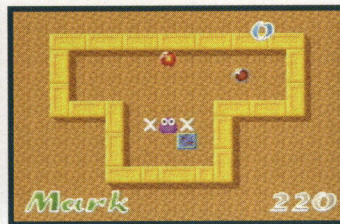
GERHARD RIITTENHOFER
MAH JONGG

Maddeningly addictive and simple videogame representation of the popular pastime. It was programmed in a mere ten days.



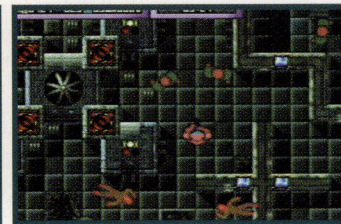
ED FEDERMEYER
HAUNTED MAZE

Like a strange and spacious version of *Pac-Man*, *Ed's Haunted Maze* is refreshingly simple. It's also totally compulsive once you get started.



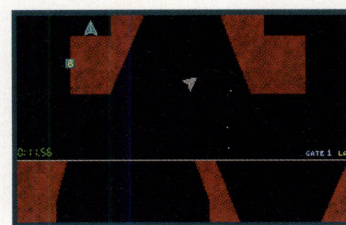
R. FRED WILLIAMS
PUSHY 2

It's a basic puzzle game, based on an old school design and it's pretty bloody difficult. *PSM* loves it, see what you think.



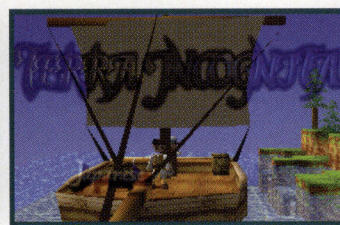
BEN JAMES
PSYCHON

Inspired by Team 17's ancient *Alien Breed* games, *Psychon* is a top-down maze game with guns and loads of bodies to kill.



JAMES SHAUGNESSY
GRAVITATION

Bit of cross genre pollination, here. Mixing the classic inertia oriented *Thrust* with the racing game mainstays? A damn good idea, that.



TEAM FATAL
TERRA INCOGNITA

Stunning example of how teamwork can lead to near commercial-standard Yaroze games. A thoroughly enjoyable platform adventure.



SCOTT EVANS
BOUNCER 2

An interesting idea, this. Two little chaps bouncing on a moving platform, and the idea is to destroy blocks like *Breakout*. It's tricky, too.



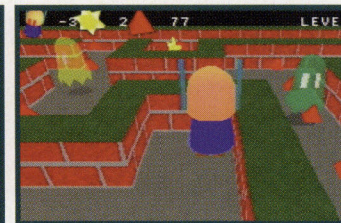
RICHARD SMITHIES
HOVER CAR RACING

It might look pretty awful, but *Hover Car Racing* played host to a few mad races in the *PSM* office. We do prefer *Micro Machines* though...



RIITTENHOFER AND TUCMANDI
ROCKS 'N GEMS

It's *Boulder Dash* on the PlayStation! If ever a game deserved a 90's update, it's this classic. And here it is in fine form. Hoorah for Yaroze!



LARS BARSTAD
CONEMAN

Another airing for the evergreen *Pac-Man* principle. This time it's in full rotational 3D. It's just a shame about the music...

The Yaroze is remarkably easy to get to grips with...

SURELY IT'S EASY PC?

The Yaroze may be a nifty piece of kit, but it requires a modicum of talent to get it performing. It is, obviously, the programmer that creates the game, rather than the hardware. There are now approximately 9,000 Yaroze members worldwide. The quality of the titles they are producing never ceases to amaze.

Many Yaroze games are tributes to games that first appeared on the Spectrum or Amiga, old favourites recreated for the modern-day PlayStation. "That was partly why I started *Total Soccer* on the PlayStation," offers Charles Chapman. "Nothing like *Sensible Soccer* had appeared on it. Interestingly though, *Total Soccer* was originally written for PC, it was converted as a pet project of mine and it turned out very well on the PlayStation," confides Charles. "The only bits that needed to be rewritten were the graphics routines, sound and a few other bits."

"*Psychon* is inspired by a game called *Alien Breed*," says Ben James, "which was released in various forms on the Amiga a few years back." Yaroze presents a solution to an age old gamer's problem, if you want to play a certain type of game, but there's nothing of its ilk available, make it yourself.

For many budding programmers, the PC is a daunting prospect. They may have an understanding of a programming languages, but can they get to grips with Windows or DOS or other innumerable enthusiasm-sapping complication? This is perhaps why games such as the *Quake* titles and *Unreal* enjoy an incredible level on on-line support. Supplied with map editors and detailed documentation for their usage, many people wishing to create their own game create levels for these instead. The Yaroze, by comparison is remarkably easy to get to grips with, with a simple, unobtrusive operating system. The PC, in this instance, is used as a simple programming tool alone.

"Around September time last year, I was talking to a friend at work about designing some patches for *Quake*," says *Hover Car Racing* programmer Richard Smithies. "I came up with the idea of unicycling *Teletubbies* (with frying pans) but he asked me why I was wasting time with rubbish like this when I could get a Net Yaroze and write games for the PlayStation. After thinking about it I bought one. I never could get *Teletubbies* to stay upright on those unicycles."

Chris Chadwick also considered writing for the PC, but wisely and profitably chose the Yaroze instead. "If it hadn't been for the Yaroze I... well, I don't know how you could go about proving what you are capable of. I mean, you can always do it on the PC, I suppose - I did have ideas of trying to do something on the PC - but then the Yaroze came along and it was ideally suited to what I wanted to do."

Think of a building suite. Now imagine a clear plot of land, designated as the site for a house. That, metaphorically speaking, is the PC. Next door, there's another piece of ground, but this has strong ready-made foundations. The frame of the residence to be used is also complete. The builder, therefore, simply has to put the bricks in the correct place. That's the Net Yaroze. "It's dedicated towards games," says Chris. "Everything's geared in that direction whereas on the PC it isn't. You've got all the library functions and routines and whatnot. It's all pretty straightforward after you've learned the basics."

"Net Yaroze is great for getting down and concentrating on the actual game without being bogged down in complicated graphics routines," continues Richard Smithies. "It lets you easily shift lots of detailed objects around on screen very quickly. With other systems like the PC or Amiga, you spend ages just writing a program to draw a simple triangle on screen, but the PlayStation has all that built into its hardware."

Charles Chapman is equally enamoured with the Yaroze's approachable versatility. "It gives people the chance to mess around with PlayStation without having to join a company which is a proper developer, or if they don't have the knowledge, it gives people an insight into what's possible."

CHOOSE LIFE. CHOOSE YAROZE.

For some, the Yaroze is a means to an end. If working in the videogames industry is your goal, Yaroze is a major boost. *Bouncer 2* programmer Scott Evans, for example, now works for Codemasters. Did Yaroze ownership ultimately lead to his current role at the Codies? "Yes. Basically, the libraries are very similar so it gives you a good head start. You've already written PlayStation code, so you know how it all works." Would he have found his place within the industry without Yaroze? "Probably," offers Scott, "but it would have taken a lot longer..."

The number of Yaroze owners now working full-time in the industry is surprising and a fair indication that it's far from a single enthusiast pursuit. In short, after the hop and the skip of learning a few coding basics, the Yaroze is a potential jump to success in games programming.

Yaroze is a remarkable machine and it addresses a problem that certain, forward-thinking individuals have worried about for the past few years. You see, it was once the case that machines like the Amiga or Commodore 64 and obviously the PC would supply the videogames industry with a steady supply of new programming talent. The rise of the console and the death of the cheap computer however have seen the number of coding newcomers drop. Sure, there are courses, but how many offer dedicated games tutorials? Considering the entertainment software market's high turnover, the number is surprisingly low.

The industry is thriving because enthusiasts took a special delight in playing around with machines like the Spectrum and Amiga. The likes of Peter Molyneux (Bullfrog boss and Lionhead founder) David Jones (DMA boss) and Chris and Tim Stamper of Rare, among many others, are successful because they tinkered with the potential of relatively simple machines over a decade ago.

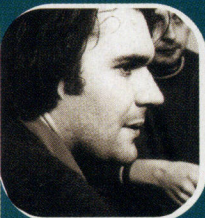
This is the beauty of the Yaroze. Easy to use, it's perfect for the wannabe programmer. For those who question its price tag, just take a glance at the kit listed in 'Those facts again, in full'. Essentially, you receive a fully-fledged development environment. For a software house to acquire a similar professional package, with few real operational differences between the two, would cost thousands. When you take the technical support into account, it seems a trifling sum to spend.

Yaroze isn't a project Sony is undertaking with immediate profits in mind, but neither is it entirely altruistic. Sony is sowing the seeds for a next generation of PlayStation and PlayStation 2 programmers. Even if you have no plans to create games yourself, you'll enjoy the products of others' labours with Yaroze one day, and probably much sooner than you'd think.

For further details:

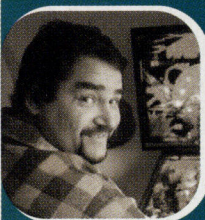
If you're interested in owning a Yaroze, contact Sony at:
Net Yaroze registration, Sony Computer Entertainment, Level 1,
63 Ann Street, Surry Hills NSW 2010
Or phone ☎ (02) 9324 9500

contributors



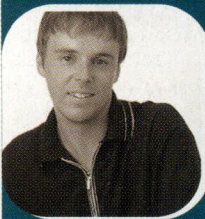
Mike Goldsmith

Having written for titles as diverse as the *NME* in London, *.net* and *Connect* magazines about the Internet, *Total Film*, *Future Music* and *HipHop Connection* in the UK, it takes a fair amount to get Mike excited. Other than perhaps a decent Bloody Mary or the latest novel by Mark Leyner. In his role as Editor of our sister title, *Official UK PlayStation Magazine*, however, he is occasionally exposed to greatness. In his piece on *Driver* (our cover game and lead playable demo for next month) Mike asks "When is a driving game not a driving game?" The answer: When it's a stunning car adventure which plays like an interactive version of the Steve McQueen classic, *Bullitt*. See page 50 for more.



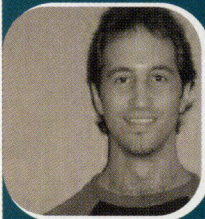
Steve Polak

"What always surprises me is why in the Hollywood action flicks, the powers that be always send one man... I mean it's nice for simple easy to follow story lines, and big budget flicks starring Arnie or Sly, but in reality all of these guys would be pulp faster than you can say 'implausible plot'." Steve has a point. And, in fact, when you read his preview of *Syphon Filter* (see right), you'll see that he has quite a few to make. One of Australia's most controversial games' writers and regular columnist for *The Australian* newspaper, Mr Polak never fails to stray from the truth – no matter how hard that might be to take sometimes. Which is what makes his enthusiastic look at *Syphon Filter* all the more exciting.



Jason Hill

Just before he left for Japan carrying a camera, a dictaphone and the Editor's luggage one of Jason's first tasks on *Australian PSM* was to get hold of a preview copy of *G-Police 2* and talk to its makers by phone. You can read his results on page 48. And for those that think *G-Police 2* is merely a sequel, you have the game's producer to deal with: "*Weapons of Justice* is much more than just a sequel. The team was never interested in producing just a mission disc, or a simple sequel and it hasn't. There are 30 new levels, five player vehicles (as opposed to two in *GP*), new and improved cities, over 25 player weapons, more enemies, greatly improved AI, new SFX, new music... Basically everything has been overhauled".



Mike Wilcox

"What could be more Australian than backyard barbies or bronzed babes at the beach?" asks Mike Wilcox. How about a dose of controlled aggression at a weekend game of footy? Mike discovers just how much 'Aussie' EA Sports has managed to retain in its simulation of AFL. With the release now imminent, Triple J's voice of videogames took an extensive look at the first Aussie rules sim for a console and gave us the benefit of his wisdom. And the verdict: A thumbs up. Find out why on page 52.

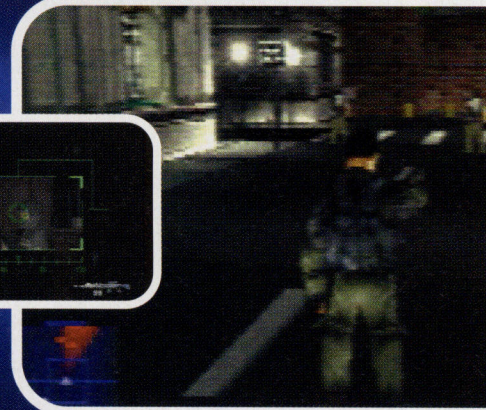
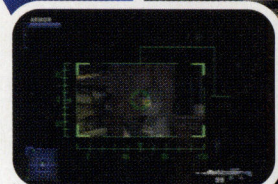
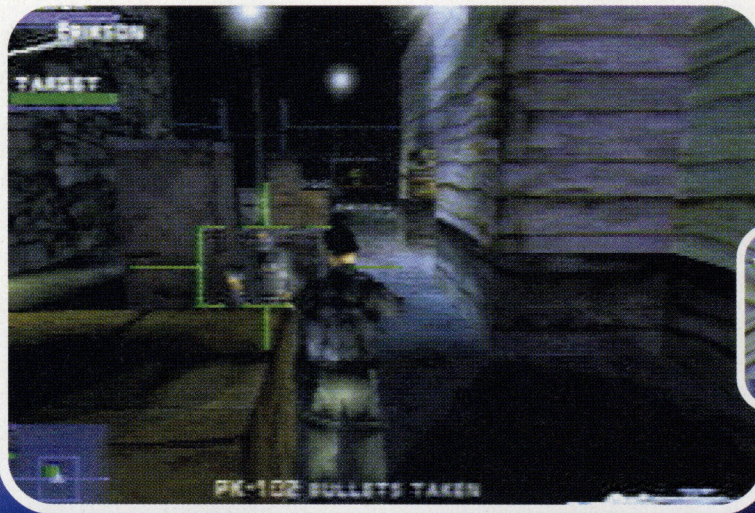
Syphon

The era of the sneak 'em up is upon us. Steve Polak previews the latest in the wealth of stealth.

Why in the Hollywood action flicks do the powers that be always send just one man...? It's nice for simple, easy-to-follow story lines, and big budget flicks starring Arnie or Sly, but in reality any one of these guys would be made into pulp faster than you can say 'implausible plot'. Which brings us to *Syphon Filter*. This rather swish US developed answer to the Japanese *Resident Evil*/*Metal Gear Solid* duo is nearly ready to roll, and it looks like the land of the rising sun has some competition.

In this impressive-looking action offering you play Gabe Logan, a typical faceless special forces thug type, and you have to track down a whole gaggle of terrorists who have decided to think small, threatening the population of the world with a lethal virus.

The missions are fairly combat oriented, with very little of the delectable skulking about the place that has endeared us to *Metal Gear Solid*. However *Syphon Filter*'s combat bias is not a flaw in any way, it merely makes comparisons with *MGS* pretty useless. *Syphon Filter* is a game that takes more out of *Duke Nukem*'s book, and you'll love or hate it



Syphon Filter includes three targeting modes.

Filter

depending on how much you are into frenzied gun fighting.

At the moment the game has a fair amount of promise because the action is punctuated by slick visuals, smoother character animation than most games (even *Metal Gear Solid*), and a decent arsenal of weapons. There are predictable toys such as the shotgun, pistol and M16, but thankfully the game lets you go to war with the increasingly popular sniper rifle, and our personal favourite – the flesh-charring taser gun. This nifty little device fires a wire with a very sharp needle into a foe's flesh, then you fire it up and pump 50,000 volts down the wire. When you do this in the midst of combat the perspective shifts so that you can see your victim writhing in pain up close, during this very fast camera pan there are no glitches or pop up.

Indeed the whole game engine feels very solid, even though there is still more work to be done. When you get close to a wall your character's body becomes transparent so that you can still see the action, and there are a number of viewpoints that the camera switches between effortlessly. Gabe also performs some great evasive dives and rolls, a must for avoiding gunfire and quickly getting to a good new firing position.

The game uses an interesting targeting system. Press the R1 button and a green targeting reticule immediately spins you around and homes in on a bad boy. You then keep an eye on two accuracy bars (one for your shot and one for his). The longer you

stand still, the more likely it is that your shot is likely hit your target. This is indicated by the green target bar, which slowly 'powers up', until you have a certain hit on your hands. However you have to watch your target's red danger indicator bar, because it is also 'powering up' and when it is full you can also count on a hailstorm of hot lead heading your way.

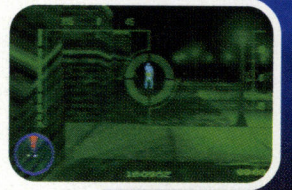
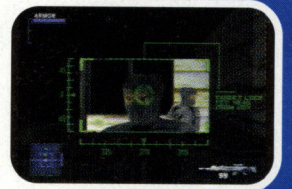
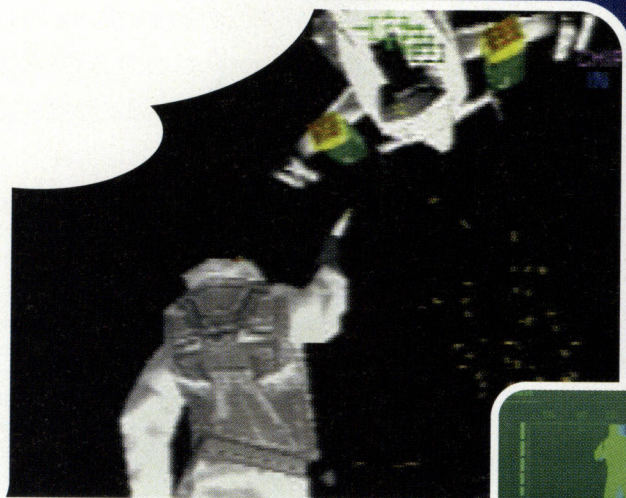
Syphon Filter's combat system looks like it should be quite a challenge, especially when you are facing multiple foes and have to pick your target carefully.

The level we saw was set on a city block littered with torched police cars and lots of multi-story buildings – a bit like downtown Sydney, really. This sort of environment looks promising as there were lots of snipers, as well as enemies who just drop in out of nowhere by scaling walls to land in front of you.

When it comes to garnishing, the game also looks like it is a winner. The detailed city block visuals on the level we got to see were littered with lots of incidental atmosphere adding details and there was loads of breakable glass (gotta love that).

At this stage we don't know if *Syphon Filter* will be as delectable a dish as *Metal Gear Solid*, but we are definitely licking our lips in anticipation after this small entrée.

The game features plenty of huge, highly atmospheric environments and a smattering of clever special effects (breath in cold air, shattering glass, dynamic lighting etc). It's essentially a mission-based, third-person action romp and, as such, combines sniper rifles, grenades, shotguns and silenced pistols with puzzles and surveillance.



You must scupper a plot to devastate Washington DC.

PSM OPINION



Your targeting reticule is not only useful, but the thing has a mind of its own, changing size to indicate how close or far away your target is. Assuming you can snipe from extreme distance in the finished game, and that you can do it without being spotted, this should make for real fun.



Like all too many hardcore action games, the characters in *Syphon Filter* take themselves waaaaay too seriously. The intro FMV segue is okay, but some of the acting belongs in movies with titles like *Hard Corps* or *Brutal Force*. Also, early on, crouching to get a shot, aiming your cursor and firing at the same time requires a few more digits than most mere mortals possess, but you get used to 'heel and toeing' it with on finger on two buttons.



While the game does use a sniper rifle, at this stage it just isn't as effective as simply holding down you auto-target button, waiting a bit and blazing away. Let's hope the developer (989 Studios) designs situations where sniping actually comes in handy.

G-Police 2

Taking futuristic criminals in, is never going to be easy. Fortunately, this time around you've got a ballistic array of new metal toys and weapons of justice to convince evil-doers to chill out and come quietly. Alternatively, as Jason Hill found out, you can just waste 'em...



Like *Wipeout* – from the same developers, Psygnosis – *G-Police* is set in the year 2097. And when people aren't racing each other to the pounding sounds of oldies from The Prodigy, they are wreaking havoc in the streets. Your job is to clear up the mess. Zero Tolerance (which is now *de rigueur*) must be enforced. And you're the man in the highly-maneuvrable 'copter to do it. Good luck...

Surely *G-Police: Weapons of Justice* is just more of the same with a few new levels? According to the game's producer not: "*Weapons of Justice* is much more than just a sequel. The team was never interested in producing just a mission disc, or a simple sequel, and it hasn't". There are 30 new levels, five player vehicles (as opposed to two in *GP*), completely new and improved cities, over 25 player weapons, more enemies, greatly improved AI, new SFX, new music... Basically everything in the game has been overhauled.

There are new vehicles too: "The five player vehicles are the Havoc and Venom (from *G-Police*), and the Rhino, Raptor and Corsair. The Havoc and Venom are fast, extremely manoeuvrable Gunships, their primary strengths being their response time and performance against air threats. The Venom is the faster, even more versatile model.

"The Rhino is a fast Armoured Ground Vehicle and can navigate through the dense city with ease. It is obviously not susceptible to anti-aircraft defences, and can carry troops for deployment. The Raptor is a heavily armoured walking ground vehicle. It is designed to withstand and carry a lot of fire-power. It has limited aerial abilities (a jump and steep glide) and is primarily a very powerful weapons' platform. The Corsair is an advanced multi-purpose marine fighter, used primarily in space, although it does function in an atmosphere with gravity".

The Psygnosis team has also accepted that the old game was tricky to get to grips with in the control department, and have made changes as a result: "In *G-Police*, the controls enabled you to perform almost any aerial manoeuvre,

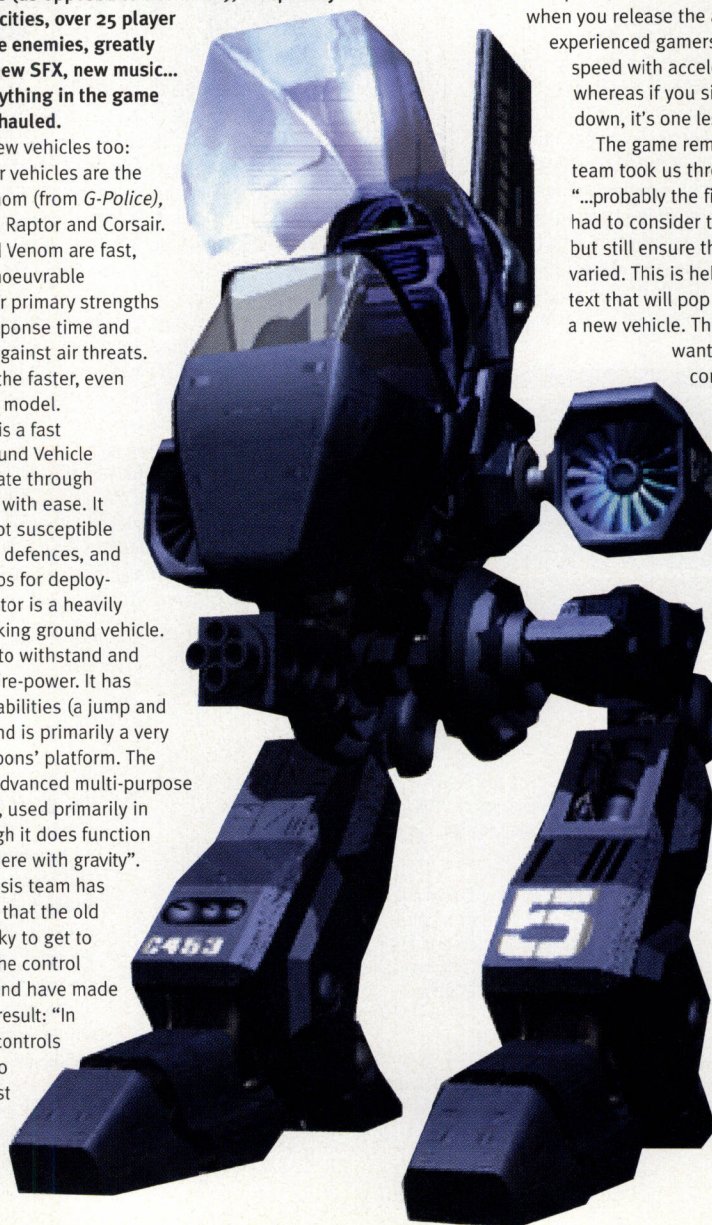
but you needed to constantly adjust your pitch, turn, speed, vertical thrust. The Havoc and Venom were a bit twitchy, and you really needed to complete the training, before you could fly them. Accessibility has been our aim from day one on *GP: WOJ*, but we didn't want to sacrifice the more advanced techniques for the experienced gamer. One important feature is the auto-decelerate option, which will make the craft come to a stop when you release the accelerate key. Some less

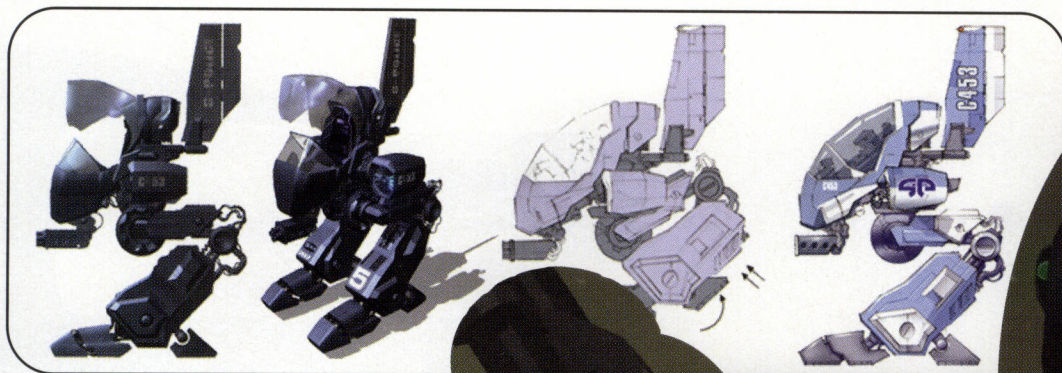
experienced gamers found constantly adjusting a speed with accelerate/decelerate quite difficult, whereas if you simply release accelerate to slow down, it's one less thing to worry about".

The game remains mission-based and the team took us through some of *PSM*'s favourites, "...probably the first few [missions], because we've had to consider the learning curve very carefully, but still ensure that they're suitably interesting and varied. This is helped by our inclusion of training text that will pop up for the first mission or two of a new vehicle. This text can be disabled if players want to revisit a mission, or feel confident in their new craft".

As ever, it is the new weaponry that gets our juices flowing, and *G-Police 2* doesn't disappoint in this area with the Raptor's HK11r pursuit missiles amongst *PSM*'s favourites. They are small missiles fired in volleys of eight, with incredible turning curves. If they successfully destroy their target, they then fly around independently looking for a new target to take out. There's also the Harbringer flak cannon, the Sonic rocket, the Concussion missile, the Helix homing rocket, the Gemini pursuit missile and much, much more.

In addition there are better missions, more polygons in graphics, better lighting, more complex artificial intelligence, new vehicles, new flight models, in-game cut-scenes, real tunnels, improved HUDs... The list is almost endless and we wait expectantly for an extended play on the full game. You can expect an exclusive review and a playable demo in *PSM* soon.





"THE MIRACLE IS THAT WE'VE MANAGED TO IMPROVE EVERYTHING, ON A GAME THAT WAS ALREADY PUSHING THE PLAYSTATION TO ITS LIMITS"

PSM OPINION



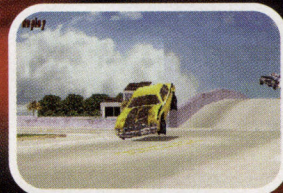
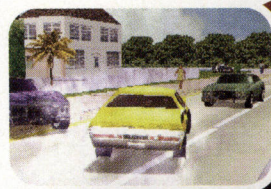
Like the first game, the size and number of missions is astounding, and the attention to detail in the cities is huge. Great graphics and a great control system make this even better than the original.

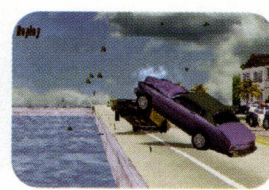
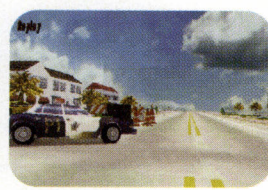
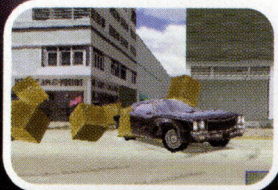
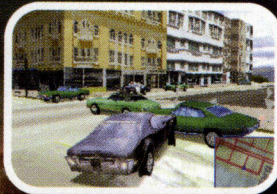
The only thing that could be improved this time is perhaps the marketing as the game bombed in Australia first time round. The great rendered intro and the girl above may help its cause at retail.

Easily the best flight combat sim you could buy, this improves on the original and looks like becoming a fantastic product. The only question is whether this style of game is not too outdated for the gamer of today.

Driver

When is a driving game not a driving game? The answer: When it's a stunning car adventure which plays like an interactive version of the Steve McQueen classic, *Bullitt*. When handbrake turns and smashing into cardboard boxes are part of the deal. And when Reflections, the makers of *Destruction Derby 2*, get involved. Mike Goldsmith explains.





Anyone remember Reflections? Anyone remember *Destruction Derby*, *Destruction Derby 2* and *Monster Trucks*? Just what did happen to the once-famous UK developer when its Psygnosis contract expired and both parties reneged on the option to renew? Did it go bust? Change its name? No, it has spent the last year pulling off one of the PlayStation world's cleverest and most confident corporate coups. *Driver*.

Unfettered by publisher commitments Reflections has coupled the experience gained from its previous titles with the considerable wealth amassed from the sales of the *DD* games to fashion what could be the ultimate driving experience: *Driver*. A game which formed the centrepiece of GT Interactive's recent buyout. It was so impressed that it bought the company. Literally.

Driver is a game which combines real-world cities and real-world car handling with a crime-packed mission structure and a grittier than grit 1970s' feel. "We have taken inspiration from just about every car chase in just about every movie you can think of," explained Martin Edmondson, one-time owner and now managing director of Reflections. "*Smokey and the Bandit*, *Cannonball Run*, the Ryan O'Neill movie *Driver*, *Blues Brothers*... We must have watched hundreds." Nice work if you can get it.

The game itself clearly shows its *DD* origins, with cars wheeling through the air and realistically crumpling, smoking and burning as they

became less roadworthy. However, in keeping with the game's *Bullitt*-style feel all of the motors on board are hulking great coupés and muscle-cars. "The cars are currently based on real cars," pointed out Gareth Edmondson, brother of Martin and *Driver*'s product manager. "We'll have to remove the badges to avoid any problems. We've been told that Ford doesn't want to endorse reckless damage, criminal activity and danger to the public. Which just about sums this game up..."

The physics engine has been specifically tweaked to mimic these cars' soft suspension, the result being that they pitch right over when cornering hard and will almost take to the air a second time when recoiling from one of San Francisco's legendary humps. Lovely.

These cars are then placed in vast 30-mile-square recreations of four of America's most famous cities: New York, San Francisco, Miami and LA. "Realism was paramount here," Martin told us. "So much so that we sent two of our artists to the States on 'holiday' with digital video equipment to capture data for the game. The next ingredient to the *Driver* mix is the game's superlative AI. The realistic, stopping, starting, braking and lane-changing of the computer cars is then enhanced by encounters with the game's own card. For example a police car conveniently turns into view up ahead, and after sidling up behind him you can proceed to gently (and comically) bump the officer from behind, smashing his tail-lights in the process. On go sirens, on go flashing lights and the cops begin performing a three-pointer in order to catch the idiot behind. With a quick 180, a firm press on the burnout button - 1 which floors the accelerator - you're away. Fantastic stuff.

The final *Driver* ingredient is the 44 missions packed within. Your character, Tanner, is now an undercover cop rather than the gang member he was six months ago (in order to side-step any *GTA*-style criticisms of rampant law-breaking). However, given the fact that he's working undercover he still gets to drive like a madman with a swarm of cop cars in tow.

The player picks up missions via messages left on the answering machine in their motel room, choosing the one you like the sound of and being allocated a suitable car from the game's dodgy hot-car lock up. "There are a total of 44 missions in there but it's possible to reach one of the two possible endings by playing only 25", says Gareth.

Given the amazing handling, car physics and sublimely detailed, huge cities in the game, only the fine-tuning of the missions can hold *Driver* back. You can expect the exclusive review and playable demo of *Driver* in next month's *PSM*.

"At present the police AI is set to maximum aggression. They'll stop at nothing, including writing off their own cars in order to destroy yours. They'll be a lot more reserved than this during most of the game but in some later missions this is what you can expect," Gareth, the game's creator explained. "It's possible to take out the cops, your car is a bit tougher than theirs, but most of the time you're better off running for it. It's more fun."

PSM OPINION



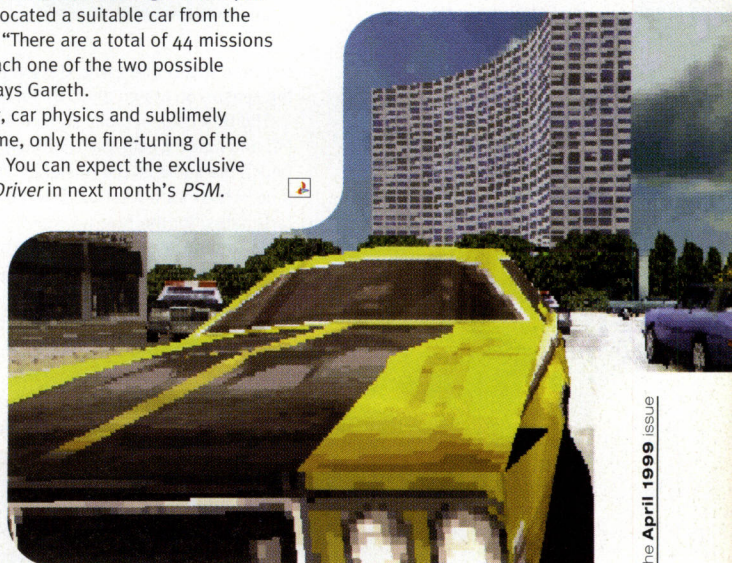
The most original car game to hit the PlayStation in some time. Huge missions and realistic cities. Fantastic AI, it really feels like a car chase.



It really is difficult to find anything wrong with *Driver* at this stage.



The point of the warning comment is to say what changes we'd make to the game before it went on sale, but in this case Reflections really is a company totally in control of its own destiny and we couldn't begin to make changes to its seemingly superb game. It is truly one of the most innovative and original pieces of work we've ever seen.



AFL 99

What could be more Australian than backyard barbies or bronzed babes at the beach? How about a dose of controlled aggression at a weekend game of footy? **Mike Wilcox** discovers just how much 'aussie' EA Sports has managed to retain in its simulation of AFL.

For over a century now, the nation has embraced the game of football. Even way back in the days of VFL, it was always that 'one day in September' when a nation came to a stand still to witness the high flyers of Australian sport. So, with this much passion tucked into our tight white footy shorts, it's reassuring to know electronic relief is now only a console away.

Who better to turn to when aiming to create the ultimate Australian rules football game than the warlords of the all things sport in the gaming world – EA Sports? In theory, the basics are simple, you stick a bunch of players out on a field, throw in a ball that appears to have had both ends pushed through a pencil sharpener and then let 36 players go hand over fist to get it through their team's goal as often as possible. EA has been making similar types of games for years now – Australians just wanted them to churn out a title, minus all the gladiators armour and tight spandex padded pants. Enter *AFL 99*.

The first thing to note about EA's *AFL 99*, is that it boasts the exclusive AFL licensing rights, providing full details on all 16 official teams and each of their 330+ players, including team colours, uniforms and logos. This updated release will contain

extremely handy on-screen displays. The 'field radar' provides a top-view perspective of the whole field, as well as the positions of every player. The other indispensable on-screen display, is the 'pass indicator', which literally points arrows out from underneath your player (while in possession of the ball), offering possible team members close enough to receive a pass from you, regardless of whether you can see them on screen or not. And while kicking, tackling and marking the ball is all great fun, you should eventually consider passing the ball to one of the other 17 members on your team.

AFL 99's main menu offers five game modes. Both training and exhibition games give you the chance to buff up your on field skills, with little to no resistance from the other team's players. Pre-season mode enables you to fine tune your club's squad by altering line ups and then putting them to the test. Premiership mode will be the most familiar because it follows a typical AFL seasons roster, and Final 8 Play offs work like elimination finals, where losers drop out, and winners go on to play each other till only one team remains.

Aside from the game's reasonably alert AI in single-player mode, options for both two and four players are available. And



the 1999 roster and game stats in readiness for the kick off of the season on March 25th. So far, so good.

The title itself actually started out life in 1997 as *AFL 98* on PC, and made a comeback halfway through last year as *AFL 99* (much the same as the Adelaide Crows did around the same time, who in turn went on to win the '98 Premiership), and fortunately for the feverish mass of us console owners, this year it's now been converted for the PlayStation.

It's fair to note that as a result of the conversion from PC, some features are slightly different, owing largely to hardware-based issues. The team formation layout and tactics option has been trimmed back and the general in-game control options have been simplified for more instantaneous action. The strength of gameplay, however, remains just as solid, enforcing one of football's key gameplay objectives – he who is in 'possession of the ball' usually has control of the game.

As with most team-based sports games, the action centres on and around a playing field, which is much larger than you can see on screen at any one time, so navigating your way around can often be half the battle. *AFL 99* overcomes this with two

while the multi-player mode definitely takes the game up an extra notch on the fun dial, the gameplay could become over crowded and chaotic in four-player mode with everyone vying for a piece of the action.

So just how close *AFL 99* actually comes to delivering the goods, as a true Aussie rules' sim depends totally on your definition of the game.

For obvious reasons, the game sadly misses out all the behind-the-action antics, such as the constant barrage of verbal cocktails shared between players, and then, of course, there's the ever popular 'see if my fist fits your face contests' that often follow. Surely it's half the reason so many devoted fans spend their Saturday afternoons at the ground in less than favourable weather conditions...? If this is what makes Aussie rules football the game we know it as today, then *AFL 99* could still be a few inches short of a full yard stick. However, if it's decent arcade-style sporting action you're after, lock yourself away with this game, give your favourite team a good rub down and send them into battle. Don't stop playing unless it's to show off your newly acquired Premiership cup.

Hopefully player numbers will be featured like the PC version of AFL 99.

Left to right

A Geelong player just completed the perfect shirt-front.

A Crows' defender repels another Sydney attack. Up there Cazally.

"C'mon, kick it to me. Kick it to me, c'mon!"

The Sydney Swans in attack formation.

The stadium is reasonably detailed, but the boundaries are too far inside the ground.

Paul Kelly charges up the flank towards big Plugger.

Spectacular marks are a feature of the game.

PSM OPINION



AFL 99 has been designed so just about anyone can jump in and play right away, without too steep a learning curve. Then, once you're comfortable, a number of team management options can also be controlled. The lack of over-hyped American sports commentator voices is a welcome relief. And who better for the job than the one and only Bruce McAvaney?



Some frown-able elements of the game included a few camera angles that expose a graphical glitch in players that have possession of the ball, where the ball seems to magically balance in thin air a foot or two out in front of your man. Also the commentator will sometimes call out wrong players names or make odd game comments.



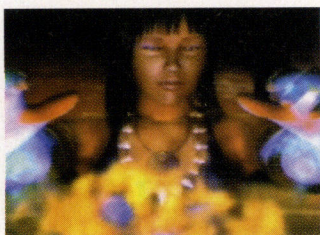
The use of players' names by the commentator during the gameplay, would've added immensely to the over feel of the game. Where the hell is our winning team's club song? Also missing is the almost ballet-like performances of goal umpires after each score. And finally, some sort of pre-game commentary, prior to kick off, stating the name of the ground and the teams playing would really help set the scene.

Preplay round-up

Here are the rest of the games that are going to hit the shelves over the next few months, we'll bring you a full review of them in coming issues.

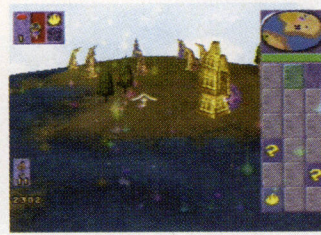
POPULOUS

Publisher: EA | Developer: Bullfrog | Release date: April | Origin: UK | Style: God sim | Players: One



Populous 3 is a mite different to its esteemed forebears. Whereas its predecessors encouraged you to influence events rather than control them, *The Beginning* introduces real-time strategic elements. It's not a million miles away from the hands-on action of *Command & Conquer*.

The game has already been well received in PC circles, where the Bullfrog name is synonymous with gushing reviews and defence budget audit-style review scores. We're hoping this conversion will retain the playability and aesthetic credibility of its older sibling. JP



NO FEAR

Publisher: Ozisoft | Developer: Codemasters | Release date: May | Origin: UK | Style: Mountain bike racer | Players: One to two



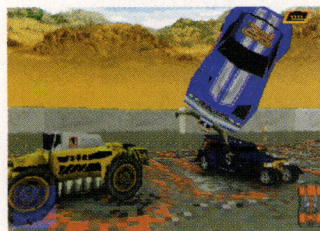
So, can digital racing compare with the juvenile pleasures inherent to freewheeling down a bumpy hill on a rusty racer – with ineffective peddle-back brakes? Yes, it can, and it leads to far less grazed knees. *No Fear Downhill Mountain Biking* is a fast-paced racing game in which

you get to ride mountain bikes as fast as possible down various hazardous trails, battling your opponents in tough competitions. The game is as realistic as it can be without sacrificing gameplay, and so mountain bikers and gamers alike should approve. RP



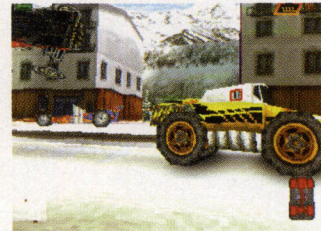
CARMAGEDDON 2

Publisher: Ozisoft | Developer: SCI | Release date: May | Origin: UK | Style: Smash 'em up | Players: One to two



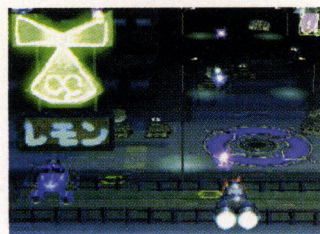
Carmageddon 2 is, quite simply, a driving game with no rules. If you want to get somewhere, you can either drive along the roads or cut through a shopping mall and players are actively encouraged to smash into other cars and mow down the pedestrians, although the more

boring may also complete the level by actually racing. The game is set in ten unique graphical areas, each one used to create three race tracks. Then there are six missions, making a total of 36 tracks to race around. Expect the shocked minority to start protesting around May. DG



RETRO FORCE

Publisher: Sony | Developer: Psygnosis | Release date: May | Origin: UK | Style: Shoot 'em up | Players: One to two



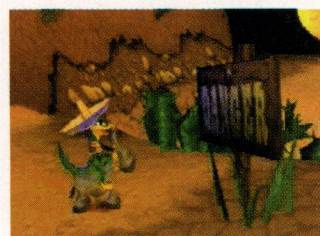
Retro Force is a true 3D shoot 'em up experience. Fly one of a choice of craft over a number of hostile landscapes, blasting the hordes of airborne aliens that swoop towards you, while picking off countless ground-based targets with your varied bombing systems. Collect

power-ups and bonus crystals released from vanquished foes to enhance your weapon systems and increase your chances of getting a high score. It takes a few good 'classic' elements from old shoot 'em ups but it's presented in a new style for the modern gamer. JH



GEX 3

Publisher: Ozisoft | Developer: Crystal Dynamics | Release date: April | Origin: US | Style: 3D Platformer | Players: One



Bring forth the Gecko. Yep, it's number three for the long-tongued, leaping lothario and Crystal D reckons it's the best yet. Of course it would, but *PSM* tends to agree. With a new intuitive camera, more levels, enemies, one-liners, disguises and new gameplay mechanics, *Gex* is

looking pretty fly for a green guy. It looks the best so far, from what we can see it plays the best so far as well, and *Gex* is really on form with his one-liners. Loads of levels, loads of costumes, loads of fun. A full report on the little green hero in next month's issue. RP



WARZONE 2100

Publisher: Ozisoft | Developer: Eidos | Release date: May | Origin: UK | Style: Arcade strategy | Players: One



Command & Conquer is a great game but it doesn't pander to arcade tastes. Neither does it have a third dimension with which to bedazzle originality buffs. *Warzone 2100* attempts to combine *C&C*'s strategy nous with the 3D battle action of titles like *Return Fire*. *Warzone* looks

like a well thought-out balance of strategy and action. The Campaign mode is especially promising with three large maps and the chance to build up your base. Did we mention the link-up mode so you can battle against a mate? Who ever said armageddon was a bad thing? PW



R/C STUNT COPTER

Publisher: RoadShow | Developer: Shiny | Release date: June | Origin: US | Style: Model helicopter toy | Players: One to two



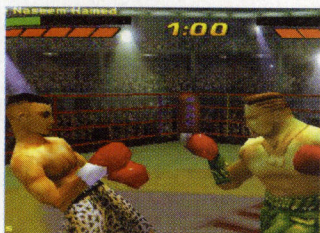
According to Dave Perry, when Sony announced the analog controller, this is the game he started work on immediately. Cleverly employing the analog pad to mimic a true remote controller, *R/C Stunt Copter* offers you ten stages of flight challenges. Once you've got the machine off the

ground – which is difficult enough – things get even more complicated. Importantly, *Copter* seems solidly realistic, so, although it takes a while to get the hang of, it isn't aggravating – you actually feel as though you're developing a skill. A great idea, then. Cool. KS



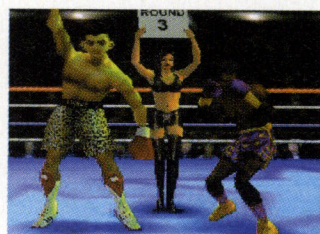
PRINCE NASEEM BOXING

Publisher: Ozisoft | Developer: Codemasters | Release date: April | Origin: UK | Style: Boxing sim | Players: One to eight



The key to *Prince Naseem Boxing*'s instant appeal lies with its uncomplicated control method, with Codemasters striving to make *Naseem* as easy to get to grips with as throwing a punch. Codies spoke to the 'Prince' regarding his approach to each fight, and it soon

became apparent that defensive qualities are essential if a fighter is to go the distance. As such, whereas *Knockout Kings '99* and the two *Victory Boxing* games use a broad range of punching styles, *Naseem* relies more on a realistic defensive gameplay. Looks great! SM



BEATMANIA

Publisher: GT Interactive | Developer: Konami | Release date: TBA | Origin: Japan | Style: Rap 'em up | Players: One to two



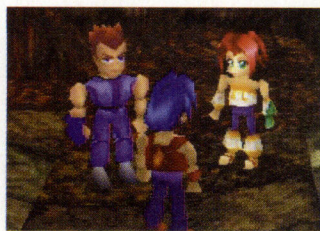
It was inevitable, really. Frisky young PaRappa pops his way from Mr Onion Head's dojo to sweet, sweet lurve with Sunny Funny. Half the world spends a month muttering, "Kick/Punch/It's all in the mind..." The other half looks on, bemused. And, so, a new genre is born.

Konami's *Beatmania* is a logical progression from *PaRappa*, being an aspirational DJ sim. That's not to say that it's better – it's merely different. With a variety of hip-hop tunes spooled from CD, you provide suitable accompaniment. *Beatmania* could be a surprise hit. JP



LEGEND OF LEGAIA

Publisher: Sony | Developer: Sony | Release date: June 1999 | Origin: Japan | Style: RPG | Players: One



This is a new PSX RPG, in which the sentient and friendly Seru are changed into human-possessing monsters by planet-enveloping mist. As Vahn, you set out to destroy the mist by energising all the Guardian trees and destroying as many killer frogs as possible. What could be a

very derivative *FFVII* clone is made somewhat unique by its innovative combat system, which allows you to define and string together combo attacks. So, if you've ever wanted to cast a healing spell and follow up with a flaming dragon punch, *Legend of Legaia* aims to deliver. AK



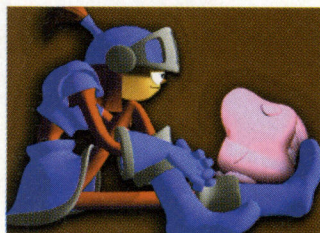
GUARDIAN'S CRUSADE

Publisher: Activision | Developer: Activision | Release date: June 1999 | Origin: Japan | Style: RPG | Players: One



Final Fantasy VII's success in the West, has lead to a resurgence of RPGs. In Japan, however, they never went away. And so in the haste to translate the mass of RPGs for English-speaking audiences we get some hits, and, of course, some misses. In *Guardian's Crusade* you

can expect lots of turn-based combat with morphing dragons and strange creatures that change according to your decisions. You play as a knight searching for his parents and tussle with pink dragons en route. The PSM jury is still out, but set to make a decision in the next issue. AK





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50 games you must play in 1999



Devil Dice 50

Publisher: **Sony**
Developer: **Shift**
Genre: **Puzzler**
Release date: **Out now**

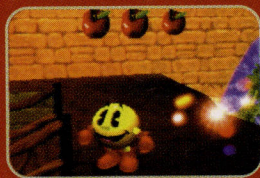
One of the best puzzle games ever, *Devil Dice* asks that you join the equivalent faces of the dice to destroy them. There is a catch, however, because new dice constantly appear. The frantic pace and increasingly stringent time limits make *Devil Dice* a real challenge. Cunning strategy must be employed if you are to be successful, by linking dice of the same number together, you can evaporate several at once, but only up to the value of those dice. Various different propertied dice also confuse things further, such as ice dice, which keep on sliding until they hit something. A very addictive experience.



Saboteur 49

Publisher: **Eidos**
Developer: **Tigon**
Genre: **Action adventure**
Release date: **July**

A third-person perspective action adventure game which blends elements from games like *Tomb Raider* and *Soul Blade*. The main character, Shin Lenaga, is a sword-armed ninja who has a wide range of offensive and defensive manoeuvres. The ninja is accompanied by a dog which can come to his assistance. You can also interact with the background and background objects across the five worlds. *Saboteur* features around 30 different characters, and if it's up to the usual standards of Eidos' previous 3D adventures (that is the *Tomb Raider* games) then it should be something of a PSX treat.



Pacman 3D 48

Publisher: **Sony**
Developer: **Namco**
Genre: **Action adventure**
Release date: **June**

The Pac is back. Namco is bringing one of the world's most loved videogame characters into a full 3D world. Hopefully it will do justice to 'the Man' and not butcher one of your favourite childhood memories. Either way, it will be worth playing. The game is an action adventure with *Pac-Man* running, flying, swimming and eating his way through more than 30 levels including a ghostly mansion, a factory and an archaeological dig where you can unearth historical *Pac-Man* items. Everyone loves *Pac*, but will they take to his new environment? All will be revealed very shortly.



Global Domination 47

Publisher: **Sony**
Developer: **Psygnosis**
Genre: **Strategy**
Release date: **April**

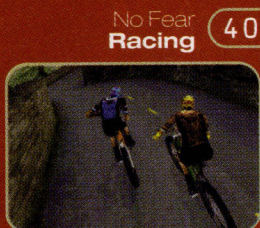
This throws you head first into the distinctly grim business of modern conflict. There are no Matchbox-esque tanks and plastic soldiers, just missile silos, naval task forces and elite commando units. Your mission is to use any means necessary to eliminate rival empires, including bombing neutral countries until they join your crusade. It's *Risk* with rockets. Not for everyone because it can be extremely frustrating, but a worthy addition to PlayStation's increasingly wide repertoire. Turn to page 80 now for our full review. Not to everyone's taste, but if you're sick of *Command & Conquer*...



Populous 46

Publisher: **EA**
Developer: **Bullfrog**
Genre: **God sim**
Release date: **April**

A heaven-sent strategy game, *Populous* offers the chance to play God and rule over a beautiful 3D world populated with worshippers. You must give your tribes houses to live in, train warriors and preachers, fight rival tribes and use spells. In each of the 25 worlds you must overthrow the enemy using spells cast by the shaman or using the brute force of your citizen armies. You control your worshippers by clicking on them and giving them orders. There are 26 spells to acquire, including lightning, swarm, meteor shower, volcano and tornado. Level progression is lovely, and we think you should play it.



No Fear Racing 40

Publisher: **Codemasters**
Developer: **Codemasters**
Genre: **Bike racing**
Release date: **May**

A fast-paced racing game where pedal power replaces the usual hulking engine. You get to ride mountain bikes as fast as possible down hazardous trails, battling your opponents in tough competitions. You can choose your own character, modify and upgrade bikes and compete against computer riders or a friend on tracks spread throughout the globe. There's an array of different terrain and weather conditions, plus tricks to show off. There are six playing modes which include championship, tournament and time trial. We'll bring you a full review in our next issue - and a demo soon.



Bloody Roar 2 39

Publisher: **Virgin**
Developer: **Hudson**
Genre: **Beat 'em up**
Release date: **May**

Those *au fait* with the original *Bloody Roar* could predict the contents of this venture with accuracy. Frenetic, colour-sodden, limb entwinements accompany facile interaction between boot and visage and gesticulations so special, they turn the landscape black, before burying an opponent's hopes beneath a mound of hurt. More simply, it's a beat 'em up with the added bonus of being able to morph into an animal when your beast bar is sufficiently charged. The nine characters (plus two secret ones) include a tiger, lion and mole dudes, as well as a bat and rabbit-chicks. A match for *Tekken 3*? Who knows.



Gex 3 38

Publisher: **Eidos**
Developer: **Crystal Dynamics**
Genre: **3D Platformer**
Release date: **April**

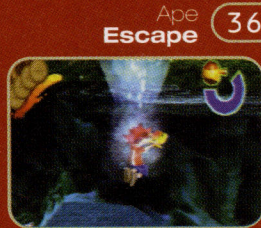
The Gecko returns in a 3D platform game designed to provide laughs as well as a lasting challenge. This game takes the piss out of Bond-style spy movies with plenty of one-liners and sight gags. The game offers a more intuitive camera, more levels, bags of enemies and over 25 disguises that affect gameplay. Gex has the ability to glide, shoot weapons, spit fire and iceballs, as well as ride different six vehicles. There are also animals to ride like burros, camels and even kangaroos. We'll review all 34 levels including bonus and boss stages next month. Plus the demo will follow!



Le Mans 37

Publisher: **Infogrames**
Developer: **Infogrames**
Genre: **Racing**
Release date: **May**

Prove that you're 'le man' by showing impeccable driving skills in your turbo-charged beast. You can drive on the Circuit International du Mans, reproduced in photo-realistic 3D, as well as five other tracks approved by the organisers of the legendary Le Mans endurance race. Time will be realistically portrayed, including day and night and changing weather to reproduce the energy-draining race without tying you to the PlayStations for 24 hours. Infogrames also promises impressive physics and car handling plus life-like artificial intelligence. Prepare to be glued to your PlayStation.



Ape Escape 36

Publisher: **Sony**
Developer: **Sony**
Genre: **3D platformer**
Release date: **June**

This gem has been kept under wraps, but *PSM* was treated to a game when visiting Tokyo for the PSX 2 announcement. *Ape Escape* is another reason why we're not disappointed we have to wait 18 months for the new machine, it looks absolutely brilliant. The idea is to catch monkeys using a net and all manner of gadgets like remote-controlled cars, radars, slingshots, sticks and even hula hoops. The real innovation is that the game is Dual Shock only. The left analog controller is used to move your character around, while the right is used to swing whatever gadget your holding. Sounds tricky, and is!

Prince Naseem Boxing 45



Publisher: **Codemasters**
Developer: **Codemasters**
Genre: **Boxing sim**
Release date: **April**

Codemasters has injected the style and arrogance of the UK's number one Featherweight fighter into a lightning-fast boxing sim. The upshot is a game suitably respectful of its license and every bit as entertaining. The key to *Prince Naseem Boxing's* instant appeal lies with its uncomplicated control method. There are defensive moves as well as jabs, hooks, body punches and taunts. There are 15 boxers to choose from, but Naseem is the only real fighter amongst them. Three game modes add to the lasting appeal, including a World Mode that enables you to stage fights and train a boxer.

Rainbow 6 44



Publisher: **Take 2**
Developer: **Rebellion**
Genre: **Action strategy**
Release date: **May**

Take control of six heavily armed troops as you storm buildings, assassinate the enemy leaders and are unpleasant with big guns. It's *Doom* crossed with *Metal Gear*. It's currently going down a storm on the PC and it's coming to the PlayStation. The game uses a first-person perspective and is a very tense action game. All the weapons are modelled as accurately as possible, so that one shot kills. There is also a unique planning stage that you must use in order to be fully effective in your mission. If you don't pay close attention to the mission set up, then it's goodnight Vienna.

Constructor 43



Publisher: **Acclaim**
Developer: **System 3**
Genre: **Management sim**
Release date: **Out now**

SimCity meets the *Carry On* films. *Constructor* is a fabulous God game in which you must construct the perfect city and deal with hundreds of daft Cockney characters. You are a property developer charged with building housing estates for your ungrateful tenants, who have an annoying habit of burning your buildings down. You are competing against other developers, so poor performance will quickly see your bank balance plummet. At first you can only build poor-quality timber dwellings, but once you've proved yourself, you'll be able to build whole cities. Very addictive and with bags of fun to boot.

Indiana Jones 42



Publisher: **LucasArts**
Developer: **LucasArts**
Genre: **Action adventure**
Release date: **April**

Chicken and egg time. This is *Tomb Raider* but starring the hero that so obviously inspired those games. The plot centres on locating scattered pieces of the Aetherium, an inter-dimensional portal located in the ancient Tower of Babel. Your enemies are not the Nazis but the Russians, determined to use the infernal machine as a super weapon. Highlights include a white-water rapids ride, an off-road jeep chase and the obligatory mine cart rollercoaster chase. LucasArts also promises loads of puzzles plus a built-in optional clue system. With heaps of weapons too, it should be whip-crackingly good.

Carmageddon 2 41



Publisher: **SCI**
Developer: **Naughty Dog**
Genre: **Racing**
Release date: **May**

The road rage racer that has caused so much controversy around the world when released on the PC. Allowing you to run over pedestrians obviously didn't endear the game to politicians and parents. Not only is it possible to run over fleeing pedestrians, cows and guards, but you are financially rewarded for your accuracy and panache in doing so. For example, more cash is awarded for reversing over the hapless victims or for skittling them while performing a handbrake spin. But despite the blood, at its core *Carmageddon* is a racing game. Review next month, controversy to follow soon.

Jackie Chan 35



Publisher: **Sony**
Developer: **Extreme**
Genre: **Scrolling beat 'em up**
Release date: **November**

Anything associated the master stuntman will get the office buzzing, so this one is hotly anticipated. Sadly, a very early version of the game has landed in the office and it looks an extremely tired scrolling beat 'em up more suited to the Megadrive than the PlayStation. Still, there's a long way to go and the idea of making Jackie perform stunts in front of a virtual camera is a sound one. Let's hope it won't be worth playing just to laugh at how much Sony paid Jackie to be involved. If that's the case, it took Jackie a few goes before he managed a decent film, so the gaming equivalent should happen eventually.

Croc 2 34



Publisher: **EA**
Developer: **Fox**
Genre: **3D platformer**
Release date: **June**

The original was a let-down, but we have high hopes that the sequel will iron out the problems in this 3D platformer game. This time around, our cute hero learns that his parents have been searching for him and he must leave the island inhabited by the playful Gobbos if he wants to see his family again. Once on the mainland, Croc encounters a whole new host of Gobbo friends and lots more new enemies. Fox promises much bigger worlds than the first game, with locations including a Stone Age village and the Wild West. *Croc 2* is great to play and the animation is superb. We're fans already.

Tomorrow Never Dies 33



Publisher: **EA**
Developer: **Fox**
Genre: **Action adventure**
Release date: **June**

Bond storms onto the PSX in a third-person perspective action adventure. As well as running and shooting, there will be loads of puzzles, plus sections giving you the chance to drive 007's BMW, hijack a tank, swim, parachute off cliffs and ski down the slopes. Each level has multiple mission objectives, such as infiltrating enemy bases, photographing important installations, obtaining security passes, placing and detonating explosives, calling in air strikes, saving the girl and escaping alive. A game that should be standard issue for all PlayStation owners, 007 is set to swoop soon.

Bushido Blade 2 32



Publisher: **EA**
Developer: **Square**
Genre: **Beat 'em up**
Release date: **October**

Bushido Blade was a breath of fresh air when released, with the warriors featuring weapons like rapiers, broadswords and sledgehammers, and one accurate blow leading to death. The sequel remains much the same: There are still no power bars or second chances. A new control system is friendlier on beginners, making special moves easier to execute. There is more variety in character abilities and more challenge for single players. The best fun is still the two-player mode, and there are a large number of characters earned by beating them in the single-player mode. Endless punching but with real depth.

South Park 31



Publisher: **Acclaim**
Developer: **Iguana**
Genre: **Shoot 'em up**
Release date: **June**

Sweet, the chance to kill Kenny over and over. *South Park* has everyone's favourite primary schoolers battling it out with crazy weapons such as cow launchers. Other madcap weapons include the toilet plunger, snowballs and the cerebral bore. The single-player offers six multi-level episodes, with the main incentive being collecting characters to use in the multi-player mode. *South Park* fans will want to collect all 20 just to hear the sound samples, featuring hilarious quips and much cursing. Depth will be a concern, but *South Park* will be guaranteed laughs. And yes. You. Can. Kill. Kenny.

50 games you must play in 1999

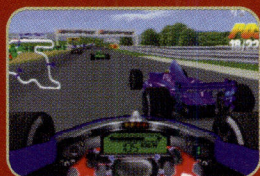
Grand Theft Auto 2 (30)



Publisher: **Take 2**
Developer: **DMA**
Genre: **Driving adventure**
Release date: **May**

PlayStation's first add-on disc will be released for one of the most outrageously fun games ever. *Grand Theft Auto* encourages you to steal cars, smash them and cause as much car-nage as possible as you complete missions for the mob. A testament to how much fun *GTA* offered, much time was wasted ignoring the missions and just jumping buses over bridges. This add-on won't change the formula, but is set in late 1960's London. Expect loads of ridiculous cockney accents, heaps of fun missions and plenty of vehicles to demolish. Look out for our preview of this one in our next issue.

Monaco Grand Prix (29)



Publisher: **Ubi Soft**
Developer: **Ubi Soft**
Genre: **Racing**
Release date: **May**

This Formula One simulation promises realistic car physics and handling, sophisticated artificial intelligence and high-quality visuals. Arcade, championship, time attack and single-race options are provided, as is a fully comprehensive engineering section, enabling obsessive players to fiddle with the likes of body height, wing angles and fuel quantity. There are 16 circuits and 11 teams to select, all based on the real-life versions, although the absence of an FIA license means the usual suspects like Hill, Alessi and Schumacher are replaced by unknowns. Which is a pity. But there are ways round it...

Einhander (28)



Publisher: **EA**
Developer: **Square**
Genre: **3D shoot 'em up**
Release date: **July**

Proof that Square can put its hand to anything and come up trumps, this quality shoot 'em up is simply begging for an Australian release. You can select from three different ships, each with a variety of attributes such as weapons or the ability to carry different power-ups. Weapons include machine guns, canons, grenades, lightning bolts, heat-seeking missiles and a light sabre-like blade. The graphics are superb, yet even with countless sprites whizzing around the screen at the same time, the action is silky smooth. A shooter with few peers who can match its sheer brilliance.

Point Blank 2 (27)



Publisher: **Sony**
Developer: **Namco**
Genre: **Shooter**
Release date: **June**

Shooting games have always been popular at the arcades, from shooting ducks with air rifles in the fun parks of yesteryear, to today's electronic fun booths at Timezone. *Point Blank* actually has more in common with the shooting galleries of days gone by, offering loads of hilarious target games to test your reflexes and shooting accuracy. *Point Blank 2* leaves that winning formula unchanged. The game's mascots are Dr Don and Dr Dan, who look like Bert and Ernie on safari, and guide you through countless fun shooting stages. Each level offers something unique. Great fun.

Bust-A-Move 4 (26)



Publisher: **Acclaim**
Developer: **Taito**
Genre: **Puzzle**
Release date: **April**

Change, as the introduction of New Coke ably demonstrated, is not always a good thing. Fortunately, Taito has not altered the fundamentals of one of the best puzzle games ever, you still fire like-coloured bubbles at each other in order to rid them from the screen. The most obvious addition is the Story mode, revolving around eight new characters, with your chosen mascot squaring up to another and moaning about the theft of rainbow bubbles. Pointless. Yet *Bust-A-Move*'s strength has always been its two-player game and, thankfully, it remains as compelling and as after-the-pub addictive as ever.

G-Police 2 (20)



Publisher: **Psygnosis**
Developer: **Psygnosis**
Genre: **3D shooter**
Release date: **June**

We loved the original, but despite our praise none of you bought it. Don't make the same mistake twice, because *G-Police 2* looks even better than the under-rated original. There are 30 levels, five different craft to control, new and improved cities, over 25 weapons plus smarter and more numerous enemies. The new craft include the Rhino, an armoured ground vehicle that can carry troops, the Raptor, a heavily armoured walking vehicle and the Corsair, a marine fighter primarily used in space. Psygnosis has also promised the controls will be more forgiving, making the game a lot more accessible.

Messiah (19)



Publisher: **Interplay**
Developer: **Shiny**
Genre: **3D shooter**
Release date: **June**

This fast and incredibly detailed 3D game could be truly a gift from God. Played out in six massive 3D worlds, you can control any of 20 creatures by possessing them. Earth is about to fall into Satan's hands and a cherub, called Bob, has been assigned to save mankind. This is done by exploring the game worlds and possessing its key inhabitants to solve puzzles, kill off bad dudes and find a path to Beelzebub's domain. Should offer loads more depth than the usual 3D shooters. The PlayStation is a console machine blessed with a broad spectrum of titles and this is another fine example.

Time Crisis 2 (18)



Publisher: **Sony**
Developer: **Namco**
Genre: **Shooter**
Release date: **TBA**

A favourite with arcade punters, *Time Crisis 2* has been confirmed as being PSX bound. We can't wait for another chance to point guns at the telly and blow our frustrations away. Especially as our G-Cons are a little under-utilised with the dearth of shooting games on the machine. Like the original, there's the great cover button which must be used to duck behind objects and reload in safety. Story modes or time attacks will be included and bonus PlayStation-only levels are also promised. There's nothing better than a warm light gun in your hand, especially when the game is as good as this one.

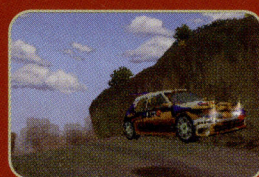
Rollage (17)



Publisher: **Psygnosis**
Developer: **Attention to Detail**
Genre: **Racing**
Release date: **Out now**

This fast and funky racer is brilliant fun and as cool as the *Wipeout* games without trying so hard. The most impressive feature is the brilliant sensation of speed, and you're encouraged to hurtle around the superbly-designed tracks at great velocity. There are also weapons to collect, including missiles that can be used to blow your opponents apart or collapse buildings to leave rubble strewn across the road. Meanwhile, homing missiles lock on to the race leader, electrical lassoes pick up the car in front and place it behind you plus shields and speed-ups help give an edge. It will keep you busy for months.

V-Rally 2 (16)



Publisher: **Infogrames**
Developer: **Infogrames**
Genre: **Racing**
Release date: **June**

V-Rally 2 wants to reclaim the off-road crown from that McRae chap. We hope it can. The game has been stripped down and given a completely brand new engine and now is a beast with enough shiny features to worry even *Ridge 4*. Infogrames promises 20 official cars, seven World Rally Championship cars plus 13 kit cars, plus lots of hidden bonus vehicles. Terrain includes mud, dust, gravel, tarmac, snow and ice, and cars will get realistically splattered with debris. The engine includes improved car dynamics, a collision system, animated inside drivers and co-pilot, plus six different racing views.

Kensei 25



Publisher: **GT**
Developer: **Konami**
Genre: **Beat 'em up**
Release date: **May**

A fabulous true 3D beat 'em up that only the Japanese could make. Moves include punches, slaps, throws, sneaky grabs, kicks that spin through 360 degrees and neck-breaking holds. It's an obsession with detail that makes *Kensei* stand out from the slew of *Tekken*-wannabes. *Kensei* manages to score points off *Tekken 3* by giving you a great scrap in one-player mode. You'll really have to know your stuff if you want to expand the eight strong line-up to 20 by ending up with all the characters. When that's done there's always the Survival Mode and Time Trial... See our review on page 78 for more.

Beatmania 24



Publisher: **GT**
Developer: **Konami**
Genre: **Music**
Release date: **April**

PaRappa had PlayStation owners rapping along with a cartoon onion, but *Beatmania* is a music game that's higher on the cool scale. Aspiring DJs can spin discs without the need to don chains or spend thousands of dollars on rare vinyl. With a variety of hip-hop tunes spooled from CD, you have to provide suitable accompaniment via joystick at appropriate junctures. On-screen prompts indicate when to press buttons. Achieve this and all is tuneful, with points and level progression your reward. Fumble with the pad like a loon, however, and the crowd will boo. Anyone can pick it up and play.

Smash Court Tennis 2 23



Publisher: **Sony**
Developer: **Namco**
Genre: **Sports sim**
Release date: **June**

Irresistible Anna has been placed on the cover to woo punters, but it's the perfect gameplay that will keep you glued to the screen. It's a lovely cartoon tennis game that offers surprising depth and one of the best multiplayer experiences on PlayStation. There are plenty of different shots, such as lobs, volleys and smashes plus you can place spin or slice the ball. You can play exhibition games and tournaments or a strange battle mode where the balls are bombs. Buy it for the right reasons. And, no, the right reason is not because you want to stare at the behind of a computer-animated sprite.

RC Stunt Copter 22



Publisher: **Interplay**
Developer: **Shiny**
Genre: **Flight simulator**
Release date: **May**

Shiny boss Dave Perry's love of helicopters has spawned a revolutionary flight sim based on radio-controlled choppers. The central challenge is mastering the complex control method, which cleverly employs the analog pads to mimic a real remote controller. Once you've got the machine off the ground (which isn't easy), there are ten stages and tasks involve things like flying through floating hoops, popping balloons and performing stunts. There are a number of locations such as a country, barnyard and beach to fly around. Shiny refers to *Copter* as a software toy rather than a game. It wants you to have fun.

Cricket World Cup 21



Publisher: **EA**
Developer: **EA**
Genre: **Sports sim**
Release date: **October**

Plagued by delays, but given EA's expertise, could easily bowl *Shane Warne* over. EA promises a more accurate and realistic game that will appeal to beginners and experts alike. Graphics look stunning and the AI of computer-controlled teams has been developed to respond to different match situations, going for broke during tight run chases and setting aggressive fields when defending a large total. The game also offers realistic physics with the flight of the ball accurately modelled, influenced by the seam, ball degradation, climate effects, real and edges. And there's Richie Benaud!

Ehrgeiz 15



Publisher: **EA**
Developer: **Square/Namco**
Genre: **Beat 'em up**
Release date: **TBA**

An innovative fighting game that introduces plenty of new features to the traditional beat 'em up scene. Gone are the bitmap backdrops and flat, limitless arenas. You can now practice your bone-breaking moves in isometric locales, which vary from moving elevators and trains to bog-standard boxing rings. More intriguingly, though, it offers locations such as the rooftop venue where you can use the platforms. Unlike other one-on-one fighting games where combat takes place on a simple horizontal axis, *Ehrgeiz* enables you to run wherever you please. A very polished fighting game.

Speed Freaks 14



Publisher: **Sony**
Developer: **Funcom**
Genre: **Racing**
Release date: **June**

PlayStation's *Mario Kart* beater looks lovely. It's a fast and very playable knockabout racing game. The game will feature a four-player split-screen mode plus tournament and time trials. There are 12 tracks spread across four colourful locations: coastal, stadium, volcanic island and city, and they will include short cuts, obstacles and power-ups. You can choose from six zany cartoon characters and success will unlock three more that are hidden. The characters actually have wheels as appendages rather than just sitting in vehicles and each has different attributes such as handling, speed and suspension.

Syphon Filter 13



Publisher: **Sony**
Developer: **989 Studios**
Genre: **Action adventure**
Release date: **July**

A smart-looking cocktail of *Tomb Raider*-style perspective and exploration with *Resident Evil*-style contemporary gunplay. It also borrows the sneak 'em up style of *Metal Gear* that we love so much. You slink around as agent Gabe Logan, but are much more free to use your cache of weapons on unsuspecting victims than in *MGS* without having to worry about alarms going off. One very large level we've seen has players guiding Gabe through terrorist, robbery and hostage scenarios. There is a very wide range of weapons to choose from, including infrared sniper rifles and grenades. And we like that in a game.

Silent Hill 12



Publisher: **GT**
Developer: **Konami**
Genre: **Action adventure**
Release date: **June**

Scary! This is the tale of an ordinary man thrust into a horrifying situation. He is not a weapons' expert, he has no berretta, shot-gun or grenade launcher. He's not looking for fallen comrades or a mad scientist. He's just looking for his daughter. Comparisons with the *Resident Evil* games will be inevitable, especially with the weird camera angles, frightening music and combo of puzzle solving and fighting. But as the *evil* twins are still crowd pleasers, we don't mind a bit. Don't be fooled into thinking that all enemies are merely zombified humans. They're worse than that. Be afraid. Be very afraid.

Wipeout 3 11



Publisher: **Sony**
Developer: **Psynosis**
Genre: **Racing**
Release date: **November**

We've been alarmed at the rapidly diminishing quality of Psynosis titles, but news of *Wipeout 3* has restored our faith. Even better is that the two-player split-screen mode missing from both *Wipeout* and its brilliant sequel *Wipeout 2097* will be included. There will be eight new tracks, each with mirrored version upping the total to 16. Five new racing teams will be offered, and possibly a return of some of the old favourites. Single race, Competition and Time Trial modes will be joined by a full tournament, with players battling for points and the right to hold a cyber trophy aloft on a virtual podium.

50 games you must play in 1999

Um Jammer Lammy 10



Publisher: Sony
Developer: Sony
Genre: Music
Release date: June

The singing dog has been replaced by a redhead guitar player named Lammy for the sequel to *PaRappa The Rapper*. Music style also switches from rap to rock, but the gloriously abnormal graphical style is ever present, and the basic

Simon-says gameplay is unchanged. Lammy, member of the band Milkcan, must imagine she is playing the guitar along to the beat before she can actually earn the real thing. She plays with a vacuum cleaner and fireman's hose, takes to the skies and cuts down trees alongside a redneck beaver. Innovations include a welcome two-player mode that can be co-operative or competitive and different visuals according to how successful you are. Once you've finished the levels with Lammy, *PaRappa* makes a welcome re-appearance to rap through the levels, giving the game more longevity. Get down.

AFL 99 9



Publisher: EA
Developer: EA
Genre: Sports sim
Release date: June

The master of the sports sim has finally turned its hand to bringing our great game to PlayStation. The AFL license means we're treated to all official teams and over 300 players, each with realistic attributes and statistics, plus

a call from Bruce 'Special' McAvaney. The gameplay is reasonably realistic, with spectacular high marks and a fast passing game possible. A field radar helps pin-point team mates with drop punts or handball. Aussie rules fans can play training, exhibition, premiership and finals modes. The AI of computer opponents is fairly smart, and multi-player games are fantastic. Anyone can jump in and play right away, but there's lasting appeal for aficionados, especially with high difficulty levels and basic management options. Put away the bat and pads, strap on the boots and get ready for some biff.

Gran Turismo 2 4



Publisher: Sony
Developer: Polyphony
Genre: Racing
Release date: September

Gran Turismo revolutionised the driving game. It offered more vehicles, more circuits and more simulation options than ever before and it achieved all this with no hint of compromise anywhere in the proceedings. Now there's a sequel and it's going to be even better.

It is difficult to actually pin-point areas of the original which need improving. Indeed, the sequel could easily have been a sort of add-on disc offering a fresh selection of cars and a few new circuits. However, Polyphony promises a complete overhaul. *GT2* will offer a selection of racing types, including GT, Sportscar and Rallying, so you will now be able to skid and slide through muddy off-road circuits, as well as burn along tarmac. Rally requires totally different tactics from the you so will significantly broaden the driving experience offered by this sequel.

Incredibly, Polyphony is also aiming to code even more realistic vehicle physics, which will no doubt take into consideration the new off-road element. And twice as many circuits are planned.

Perhaps inspired by the global acclaim handed out to the original title, the makers are also aiming for a more international feel this time round. One hundred new car models are expected, bringing the total up to 400 and these should include many more from European stables. Polyphony is also reworking the computer AI which it found lacking slightly in the original title. The challenge has been to build human characteristics into non-player opponents, perhaps giving them more fallibility and aggression. Even the car noise has been targeted for improvement. It's going to be fantastic!

Quake 2 8



Publisher: Activision
Developer: HammerHead
Genre: 3D shooter
Release date: May

The PC's best shoot 'em up comes to PlayStation, and it looks to be a very impressive conversion. It will offer 30 ingeniously designed levels, including brand new maps not seen in the PC version. The speed of the game is excellent,

and graphical trickery includes fluid particle effects, coloured and mobile lighting plus screen-rocking explosions. Two and four-player death-match capability is included. This could be the title that inspires you all to invest in multitaps. Blood thirsty gamers should note that all the weapons from the PC game will be included plus a couple of extras thrown in. Opponents are a frightening range of cunning half-human, half-robot malevolents and there's a whisper of new creatures rearing their ugly heads, plus plenty of puzzles and traps to negotiate. Prepare for a *Quake* that's very high on the Richter scale.

Parasite Eve 7

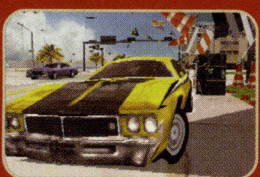


Publisher: EA
Developer: Square
Genre: Cinematic RPG
Release date: July

A mysterious woman named Eve has discovered the ability to telekinetically manipulate human flesh, with horrific repercussions for her victims and the future of mankind. Only one person has proved immune to Eve's powers, a New

York cop called Ada, and only she can stop her. You control Ada in Square's most advanced title yet. Best described as a cinematic RPG, *Parasite Eve* is the first epic title to emerge from its US office. The striking visuals are nothing short of breathtaking. There are weapons and armour to collect, and bonus points can be used to increase what Ada can carry, improve her firepower or speed movement, adding much-needed strategy. The graphics might help serve to disguise what, at heart, is a simple game, and *Final Fantasy VIII* will certainly be far superior, but we wait excitedly for anything from Square.

Driver 6



Publisher: GT
Developer: Reflections
Genre: Driving
Release date: May

The makers of the *Destruction Derby* games are back with their most ambitious title yet. *Driver* combines real-world cities and real-world car handling with a crime-packed mission structure and a gritty 70's feel inspired by films like

Cannonball Run and *Smokey and the Bandit*. The muscle cars can be thrown into the air and crumple when damaged, smoking and burning as they became less roadworthy. The cars are placed in vast 50 square kilometre recreations of four of America's most famous cities: New York, LA, San Francisco, Miami complete with famous landmarks. Cops won't bug you if you drive like your mother, but run a red light and they'll be chasing you with sirens blaring. Weaving through traffic at high speed and handbrake-sliding around corners with a cop car in tow is hilarious fun. And you can play the demo next month.

Final Fantasy VIII 5



Publisher: EA
Developer: Square
Genre: RPG
Release date: November

Just released in Japan and accompanied by sold-out signs at nearly every decent games store, *Final Fantasy VIII* is one of the most eagerly anticipated games of the year. *Final Fantasy VII* was that rare beast, a role-playing game that

appealed to the masses. Square has attempted to make the latest in the series even more accessible to Western gamers and has concerned fans by replacing the cute, super-deformed characters with leaner, lankier, more realistic heroes and villains. Interestingly, by adapting the title to foreign tastes Square could lose a proportion of already loyal Japanese following. But the same style of pre-rendered backgrounds and polygon characters remains, as will those curious random battles. We'll bring you a huge feature on this in next month's *PSM* and a demo to follow in the very near future.



Legacy of Kain 2 Soul Reaver

3

Publisher: Eidos Developer: Crystal Dynamics Genre: Action adventure Release date: April

This is *Tomb Raider* with vampires, right? Well, yes and no. While comparisons are inevitable given the game's vast size and third-person bum-watching viewpoint, they must end there. Sure there are plenty of puzzles and shooting, but *Legacy of Kain 2: Soul Reaver* is a one of a kind. We love it.

Strangely, there are no levels as such. Rather than traipse from beginning to end of a chunk of the game, the world of *Soul Reaver* is one huge uninterrupted map. Set off running towards the east and, provided you pass the obstacles in your path and aren't blocked off by a chasm or mountain, half an hour later you're still running. Which is nice.

Even more revolutionary than this is the fact that you can't actually die. Instead, the game's already-dead hero, Raziel, must attempt to stay in the Material world by sucking the souls of evil-doers to supplement his strength. When he suffers damage

in fights, crushings or other inconveniences he's transported to the Spectral world, appearing in the same place where he met his demise but in a ghost-like form. Portals then return him to the Material world. It's perhaps less frustrating that way.

The Material and Spectral planes look graphically different, and also allow gameplay cleverness and trickery, such as conveniently placing objects in one world that will be handy in the next. Experimentation is encouraged throughout.

Rather than just employing an inventory packed with guns and guff, Raziel uses objects such as spears and torches that must be found laying around to fight off his foes. Best of all, such objects may be hurled (the spears sporting helpful fins at one end to allow guided flight) at distant aggressors and retrieved later for a second use. These elements combined gives *Soul Reaver* our nod as a must buy, must play game for 1999.



Ridge Racer Type 4

2

Publisher: Sony Developer: Namco Genre: Racing Release Date: April

Can you remember the first time you said G'day to your shiny new PlayStation and played *Ridge Racer* 'til your fingers bled? Its lightning-fast racing action and gorgeous lollipop graphics signalled the start of something very big.

Ridge Racer Type 4 is easily the best game in the series, which is high praise considering how close to perfection the previous arcade gems were. It's so polished, you can see your face in it. The amazing speed and lovely looks combine to make an almost flawless arcade racer that will keep you in hypnotised by your screen.

The meat of the game is the Grand Prix mode which offers eight races with a choice of team and car manufacturer. There are plenty of vehicles to choose from and new cars are awarded for success. All up there are over 300 cars, including one of the coolest hidden cars ever (we won't give it away.) With more than a nod to the daddy of all racing games, *Gran Turismo*, you can even tune your car before

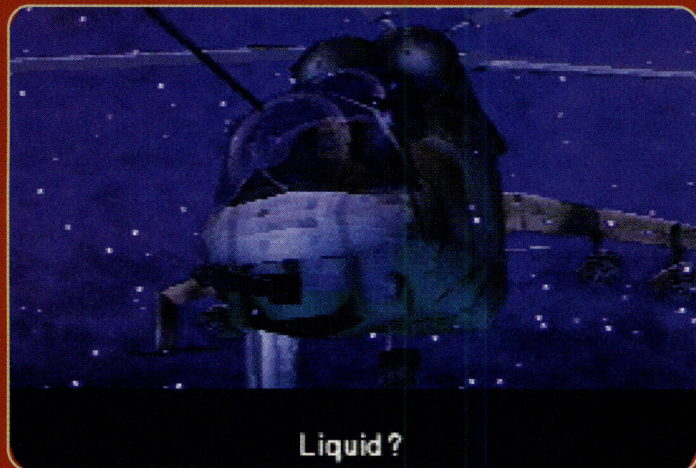
you head out onto the track. You can also design your own logos and paint jobs to adorn your fine automobiles.

The two-player split-screen mode is a beauty. Races are almost always tight and palm-sweatingly competitive. It's already an office favourite here at *PSM*.

With plenty of extremely well-designed tracks, lots of different play modes and loads of cars to unlock, *Type 4* offers a lasting challenge. Like all the previous *Ridge Racer* games, long-term enjoyment particularly comes from beating your own lap records and racing your friends.

Gran Turismo might be the best racing simulation on any console, but you'd be hard pressed to find a better arcade racer than this. *Ridge Racer Type 4* is easily the most visually stunning racer on the PlayStation, is fast enough to give you nose bleeds and it's buckets of fun. Get your motor running.

50 games you must play in 1999



Liquid?



Metal Gear Solid

1

Publisher: GT Developer: Konami Genre: Sneak 'em up Release date: Out now



It was easy coming up with the number one choice for the 50 games you must play in '99. *Metal Gear Solid* is so fabulous it begs to be played over and over again. If you are so broke that you can only buy one game this year, make sure this is it. We've featured some brilliant games in this Top 50, but we'll burn our PlayStation if there's a game that's as fulfilling, rewarding and genuinely surprising as *Metal Gear Solid*.

As gripping as any action movie, *MGS* offers a tightly scripted plot and countless imaginative set pieces. But you're not merely sitting back and watching some cheesy full-motion video, you're involved from the outset – you're making it happen. Some might complain the game is overly short, but make sure you explore every cranny and savour every delicious moment.

You control rock-hard hero Solid Snake, forced out of retirement for one last mission. You must sneak your way through around 50 3D areas, each filled with security cameras, hidden trapdoors, landmines and patrolling guards. Picking your way through each area is fraught with all manner of dangers. Wading in with guns blazing will get you very dead, very quickly. Stealth and intelligent use of weapons is the key to success here.

Guards will happily patrol an area religiously until they hear a noise or you foolishly stumble into their line of sight, whereupon they'll break off and investigate. Once you're spotted, an alarm is raised and guards will come from all directions with intent to kill. You can either leg it as fast as you can and hope the guards will find nothing and forget about you, or stand and fight. Fighting is only ever an option with the appropriate firepower and ammo.

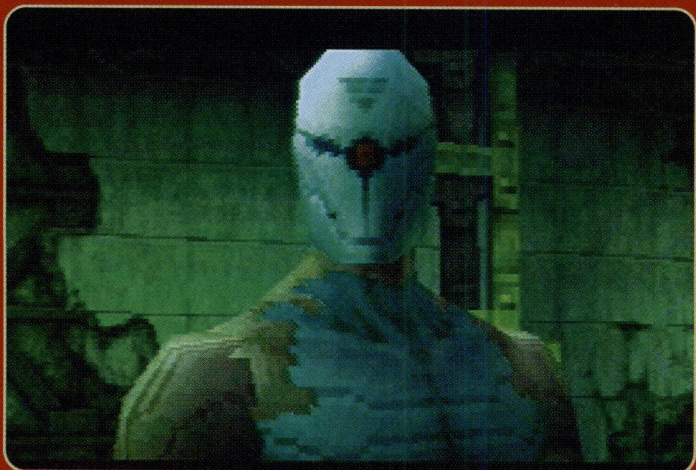
The complex story is slowly revealed as you progress via Snake's Codec (radio). There's a cast of over 20 and the plot is as

convoluted as any Steven Segal movie. But make sure you don't ignore or skip the sequences and dialogue, they're all crucial to the full enjoyment of the game.

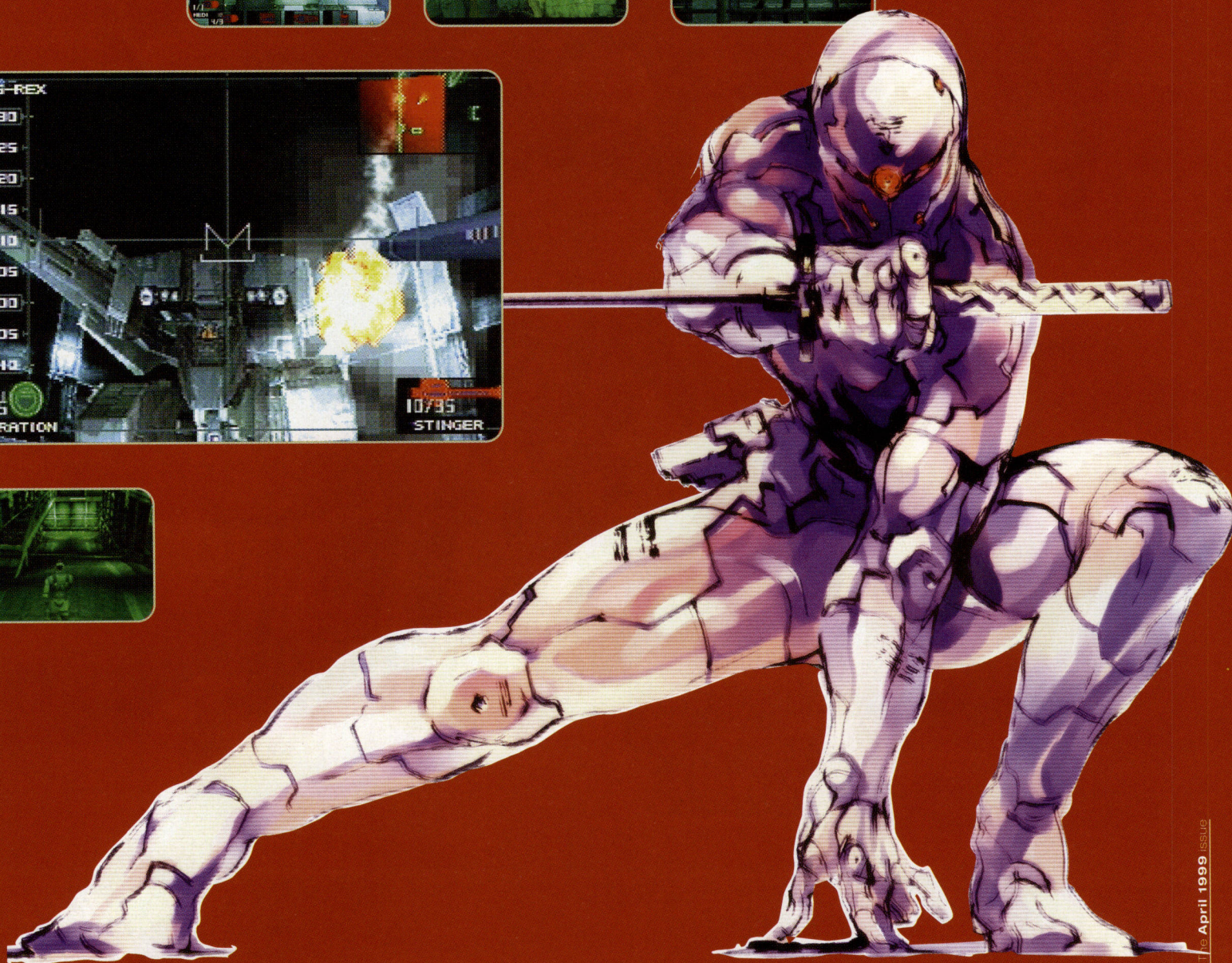
The scope to explore and experiment is vast, so you shouldn't waste any opportunities. There are so many different ways to play the game that *Metal Gear* will probably be the most talked about PlayStation game ever, with players excitedly wanting to share different techniques and discoveries. There are loads of weapons and gadgets for you to discover. Certain tasks can only be achieved with the correct hardware and often the right hardware can only be found with clever use of other items. Thankfully Konami has designed an excellent control system, which is only very rarely fiddly or uncompromising.

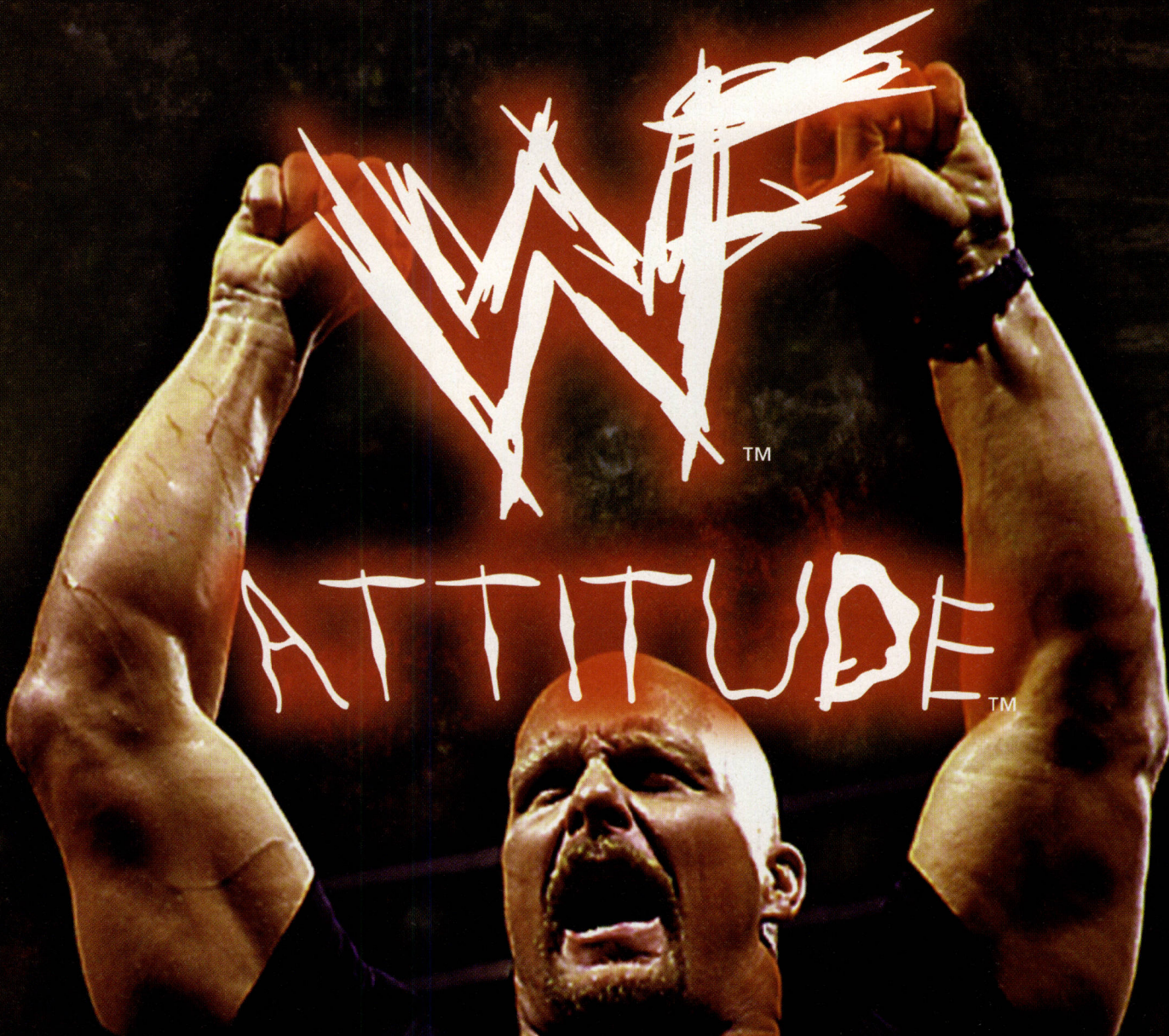
There are some truly brilliant moments in *Metal Gear Solid*, so impressive in fact that we don't really want to give them away. (Although anyone stuck and dying to know how the 'story' ends can turn to Page 94 for our exhaustive coverage.) Just remember you've got to use your noggin at times and try not to give up easily. Also, expect the most imaginative use of the Dual Shock yet seen. And one little clue, make sure you get pee'd on when the opportunity arises. There are three difficulty settings and two possible endings for you to enjoy. Explore every corner, every corridor and try your best to improve your rating. Above all, relish the experience and play the game repeatedly. You'll love it.

If you haven't already sampled the joys of *Metal Gear Solid*, reading the magazine right now (come back later!), whack this month's coverdisc in your PlayStation and get going. It contains four huge areas, and we'll be buggered if you finish them and don't want to play another 46.



50 games you must play in 1999





First ever
create your own
Pay Per View mode.

Wrestle your way to
the title on all-new
Career Mode.

Now featuring over
40 of your favorite
Superstars

Coming Soon!



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PLAYTEST

This month the world's best review section gives a thorough roadtest to *Ridge Racer 4*, goes to hell and back with *Legacy of Kain 2*, and, among other things, embarks on a spot of *Global Domination*

PSM ratings

10 The games that are just perfect. A must buy.

9 Highly recommended, this is a great game to play.

8 Very good. Well worth considering as a title.

7 Not bad, but minor flaws mean we have doubts.

6 Fairly average. Not really worth purchasing.

5 The wrong side of average. We'd avoid it.

4 Looking pretty dodgy. Major problems here.

3 Very poor. Something has gone badly wrong.

2 Rubbish. An inept, short-lived game. Just crap.

1 Take CD from sleeve and use as coffee mat.

Reviewed New games

Bust-A-Move 4

Eliminator

Global Domination

Invasion

Kensei

Legacy of Kain: Soul Reaver

Live Wire

Monkey Hero

Pool Hustler

Poypoy 2

86

86

80

86

78

72

84

76

86

84

Premier Manager 99

Pro Pinball: Big race

Ridge Racer 4

Rugrats

Shanghai True Valor

Viva Football

WCW Thunder

Re-releases

Cool Boarders 2 (Platinum)

Crash Bandicoot 2 (Platinum)

86

86

68

84

86

86

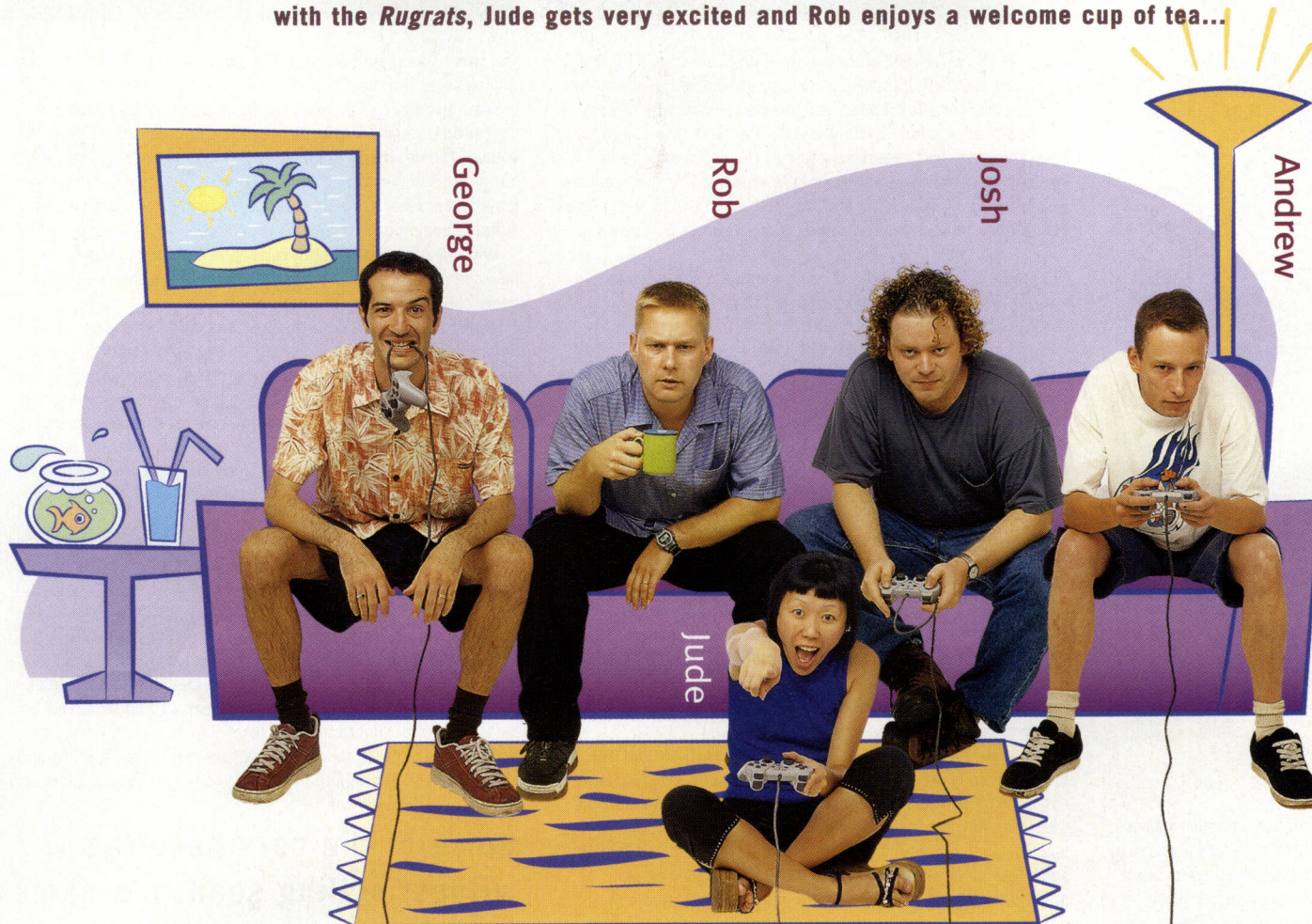
82

86

86

84

On the Virtual Couch this month: George (left) gets to grips with *WCW Thunder* (or it gets to grips with him), Andrew (right) studies *Ridge Racer 4* far too intently, Josh gets down with the *Rugrats*, Jude gets very excited and Rob enjoys a welcome cup of tea...



Ridge Racer 4

Publisher: Sony
Developer: Namco
Release date: 16 April 99
Origin: Japan
Style: Sports car racing
Price: \$79.95

Namco's classic arcade racer has finally come of age with *Type 4* bringing a new level of style and sophistication to driving games on the PlayStation. Anyone want a lift?



A lot has changed since Namco's original arcade hit *Ridge Racer* made its way back in 1994 to Sony's precious new baby, the PlayStation. It ushered in a new age of gaming where a plug-in console could match what was then a high-end PC in the graphics' department and at the same time deliver the sort of thrills previously seen only in arcades. *Ridge Racer* was a shining example of what the PlayStation could do, yet it was also a taste of what was to come. *Ridge 4* shows just how far.

Not long after the first release came *Ridge Racer Revolution*, a sequel which featured improvements to the graphics, but was pretty much just a few new tracks characterised by lengthy walled and tunnel sections to disguise the pop-up point of the track ahead. A year later came the third game, *Rage Racer*, which was far more deserving of the title 'sequel'. *Rage Racer* ventured into new territory with the implementation of a system whereby the player won money from placing well in races which could then be put towards the purchase of new vehicles, or to upgrade existing ones. There were four fictitious car manufacturers and each had a number of increasingly fast models which could be further souped-up. As the player won racers, new tracks and challenges were made available, however, the gameplay remained the same as in the first title, right down to the much criticised dead stop effect that occurred whenever you so much as brushed up against the side of the track or an opponent. *Ridge Racer Type 4 (R4)* is the long-awaited sequel and expands upon its predecessor's season mode while retaining the flavour that made the original such a simple pleasure. And they've finally fixed up that bumping problem, too.

The main focus of the single-player game is the Grand Prix mode, which is made up of a total of eight races. First up you choose a team and a car manufacturer to sponsor your season. Keen fans of the series will notice that the four teams are in fact the same ones from *Ridge Racer* and, you guessed it, the same four car makers from *Rage Racer* are also once again represented. Your decision on who you sign with affects the difficulty of the game, as well as which of the many variations of cars you'll eventually have locked away safely in your garage.

The cars have again been put into two different classes of driving style, drift and grip. Drift cars offer the wildest and most exaggerated style of driving. Any bend tighter than a kink can be drifted through in a neck-snapping slide that truly slingshots you out the other end at full speed. Grip cars are slightly less outrageous in the cornering department, but are more controllable and at least as fast through turns when controlled with a suitable analog device such as the JoGcon.

Winning races no longer gives you any money to purchase new cars, instead you are awarded them at the conclusion of every couple of races.

Their improvement over the previous model depends on your finishing position and the number of attempts it took to get there, so the better you perform, the faster your next car will be. The combination of the four teams and four manufacturers, with 20 variations for each, plus numerous secret cars, results in a total of 321 vehicles all up. The differences between the same car when it is in each team is minimal, and so there are effectively only about a dozen or so distinctly different models you'll end up coming back to.

Some of the cars have the wildest styling seen in a game since *Motor Toon GP*. As well as the ultra-sleek sports cars and Group C look-alikes, there are strange three-wheeled cars, older-style Formula 1 cars, jet cars, hover tanks and a tiny little egg-mobile that goes from 0 to 195kph in two seconds! The really strange ones must be won in the extra trials unveiled by successfully finishing a GP. As in *Rage Racer*, *R4* provides the option to edit the colour schemes and logos that appear on your cars, and save the new design to memory card.

The first couple of races in the GP seem quite slow, short and easy, but as you complete the heats your cars become faster and

Some of the cars have the wildest styling seen in a game since *Motor Toon GP*



Fantastic customisation options enable you to be fully prepared by the time the race arrives. Select cars, colours and just about everything you want for the total *Ridge Racer Type 4* experience.



dual shock



link cable



analog



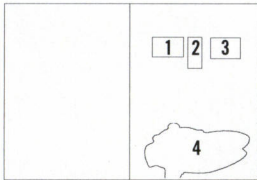
memory card



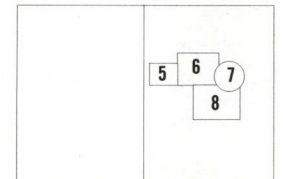
neGcon



number of players

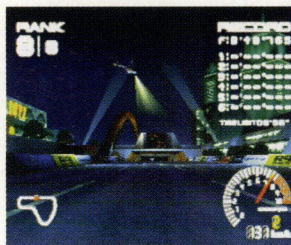


- 1 Ridge 4 draws way off into the distance and retains a very smooth frame rate.
- 2 Here's our covergirl in her other job of holding signs above her head on busy race tracks.
- 3 Night driving brings out the very best in the graphical effects department.
- 4 Who says that a decent motor doesn't attract the ladies?



- 5 Just this lead car to pass and we take the lead. And it's only taken a week of playing to get this good...
- 6 The replay mode is every bit as impressive as that in *Gran Turismo*. And the music, though not as good, is somehow more addictive.
- 7 There are plenty of different angles to view your race from. You look like a drunk driver during your first few races.
- 8 There are eight circuits for you to race on in total.





	13	18
15	14	19
16	20	21
17	22	

9 The lights come on when it gets dark. It looks lovely.

10 Don't try this at home, kids. The centre of the track is not the most sensible place to stand.

11 Namco knows how to push the PlayStation to the limit. It mightn't have the depth of *Gran Turismo*, but *Ridge Racer Type 4* is the most dazzling racer the PlayStation has seen.

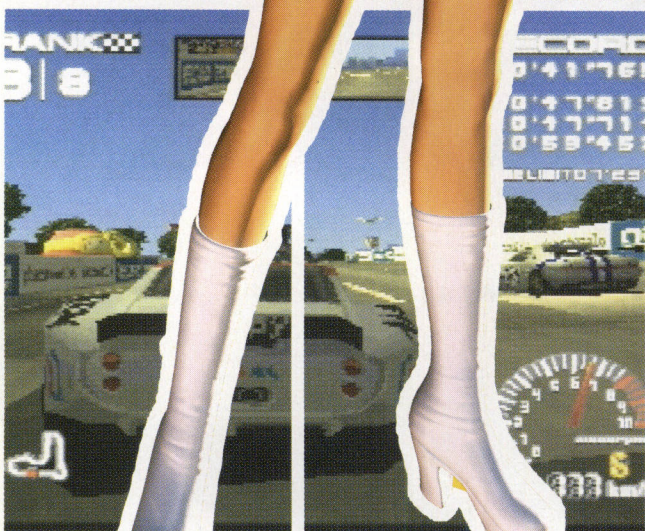
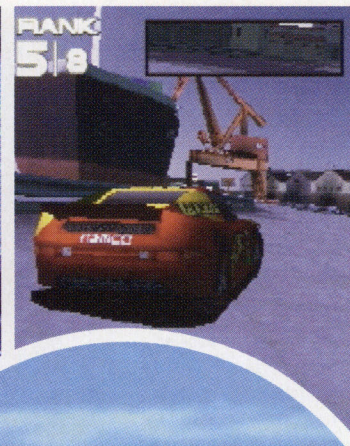
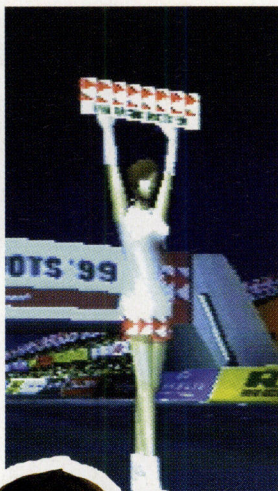
12 The trackside detail is superb, yet the game still manages to rush along at amazing pace.

13 Bumping and jostling for position is encouraged, and bags of fun.

14 Two-player races are often tight and always hilarious. The split-screen mode remains lightning fast.

15 *Ridge Racer's* lovely hostess, Reiko Nagase, is the star of the wonderful two-minute opening sequence, which took over six months to produce.

16 The in-car view is the best bet for handling and fully enables you to experience the exhilarating speed and silky smooth action.



dual
shocklink
cable

analog

memory
card

neGcon

number
of players

the competition much fiercer. In true arcade style, the field starts staggered so you always have an opponent just up ahead and behind you. This way of structuring the race gives you a steady stream of cars to catch up to and pass, and provides a challenge on later stages where you must finish first to progress. As such, it can be a very demanding game, one mistake on the last lap can be the difference between victory and utter frustration.

The set structure of the Grand Prix game may seem to limit the single-player mode in some ways, because you always have to play it from the start with the slow cars and can't use any of the ones you may have previously won. But as with the original game, the long-term enjoyment is derived not by racing dim-witted AI opponents, but by going up against either your own records in the Time Trial, or racing head to head with a friend or

Namco has really done an admirable job in bringing its *Ridge Racer* series up to date in light of the high standard set by *Gran Turismo*. It is by no means a substitute, for *GT* still holds sway in the long-term stakes, but rather an excellent alternative or accompaniment. *R4* manages to look better than *GT* and plays in a sufficiently different manner to make it more than worthy of inclusion in the library of driving game fanatics. Its strengths lie in its instant accessibility as well as its ability to hold the enthusiast player at their controls for days on end as they try to unlock just one more new car and get the perfect lap. Fans of the old games will find themselves in familiar territory and will love this much-improved sequel; those yet to experience the thrills of the '*Ridge*' have no better place to start.

Andrew Iredale

The *Ridge Racer* girl is seen in the truly epic FMV sequence at the beginning of the game. She is mysteriously hitch-hiking, but what is her story?

Ridge Racer Type 4 manages to look better than Gran Turismo and plays in a sufficiently different manner to make it more than worthy of inclusion in the library of driving game fanatics

three in the Vs game. In these two modes you can hop into any customised vehicle from your garage and race on all the tracks (in reverse, too). Once you get a taste of them in the faster cars, you can really start to appreciate how well designed the tracks are and, indeed, how well the whole game has been produced.

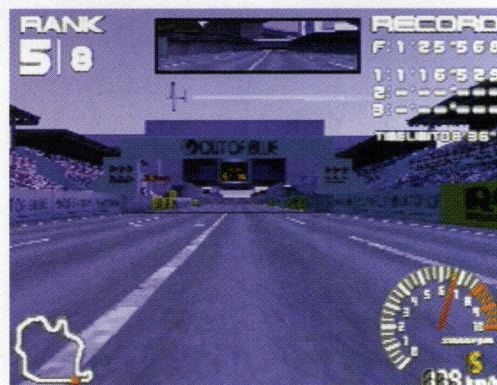
Namco has always taken pride in its games being on the cutting edge of technology and *R4* is the company's most outstanding example to date.

Graphically it sits well above any other racing game on the PlayStation, including the revered *Gran Turismo*. Running at a noticeably superior 50 frames per second, while providing opponents, is no mean feat, and results in a smoother playing experience. Just compare the bonus 50fps demo version of *Ridge Racer* with the original to see what a difference it makes.

The eight courses are fast and flowing and, despite sharing sections of track with others, they are sufficiently different that one doesn't immediately recognise them or feel cheated, as may have been the case with the small number of tracks contained in each of the previous games. Background scenery is rendered solidly and looks great. The night freeway stages really look terrific with their subtle lighting effects and ambient glows, and the twilight race that sweeps through the hills is certainly worth watching in the excellent replay mode. Small touches such as the streak from the tail lights are the icing on the cake.

Even more impressive is the stunning intro that is one of the most realistic rendered sequences ever. The dubious story of the young hitch-hiker's woes and salvation by the gallant driver (that's you in the car, stud!) matters not when it looks this good!

The slick production also extends to the music selection, which, despite the cheesy intro track, contains mostly excellent music that fits in perfectly with the hip image *R4* presents. The only shortcoming is the slightly weedy sound of the car engines, but you can turn down the volume of the background music to compensate.



What more could anyone want than an open road ahead of them and a sports car to exploit them. The small letter box at the top of the screen is your rear-view mirror showing you what is happening behind you. Clever or what?

ALTERNATIVELY

Gran Turismo	10/10 PSM 11
Rage Racer	9/10 PSM 3
Motorhead	9/10 PSM 11
Rollcage	9/10 PSM 20

VERDICT

9

GRAPHICS	9 The fastest and most fluid visuals yet seen
GAMEPLAY	9 The classic <i>Ridge Racer</i> feel refined
LIFESPAN	9 Hours of challenge to win all cars

Ridge Racer returns with a vengeance, sweeping aside all before it and delivering one of the fastest-paced thrills on the PlayStation. Perhaps not a *Gran Turismo* beater, but more instantly accessible than Sony's classic racer.



Legacy of Kain 2: Soul Reaver

Publisher: Eidos/Ozisoft
Developer: Crystal Dynamics
Release date: April
Origin: US
Style: 3D adventure
Price: \$89.95

So it's *Tomb Raider* with vampires right? Well, yes, and at the same time very much, no. Prepare to have your mind widened very largely indeed...

Yes, while *Tomb Raider* comparisons are inevitable given *Soul Reaver's* vast size and third-person bum-watching viewpoint, they must end there. Indeed after you get beyond the guns-plus-switch-plus-door *Tomb Raider* formula, *Soul Reaver* is one very queer fish indeed. The game is in fact *Tomb Raider 3* with the following alterations.

Number one – It's not just a sequel. Alright, there was a previous Crystal Dynamics game called *Legacy Of Kain* that did the business on PlayStation a year and a bit ago but this was a chunky, almost 16-bit looking RPG affair, with an *Alundra*-style almost top-down view. The game sold badly here. *Soul Reaver* luckily hoofs its forebear soundly in the fangs.

Number two – There are no levels. Rather than traipse from beginning to end of a chunk of the game the world of *Soul Reaver* is one huge uninterrupted map. Set off running east and – provided you pass the obstacles in your path and aren't blocked by a chasm or mountain – half an hour later you're still running. The game pulls off this trick by loading the next chunk

of scenery as you're playing the current one. But you don't need to know that. All you need to know is that *Soul Reaver* flows like no other game, the only interruptions being occasional FMA cut-scenes, which use the exquisitely powerful game engine to further the game's tail of hellish betrayal and evil doing.

No sex please, we're vampires

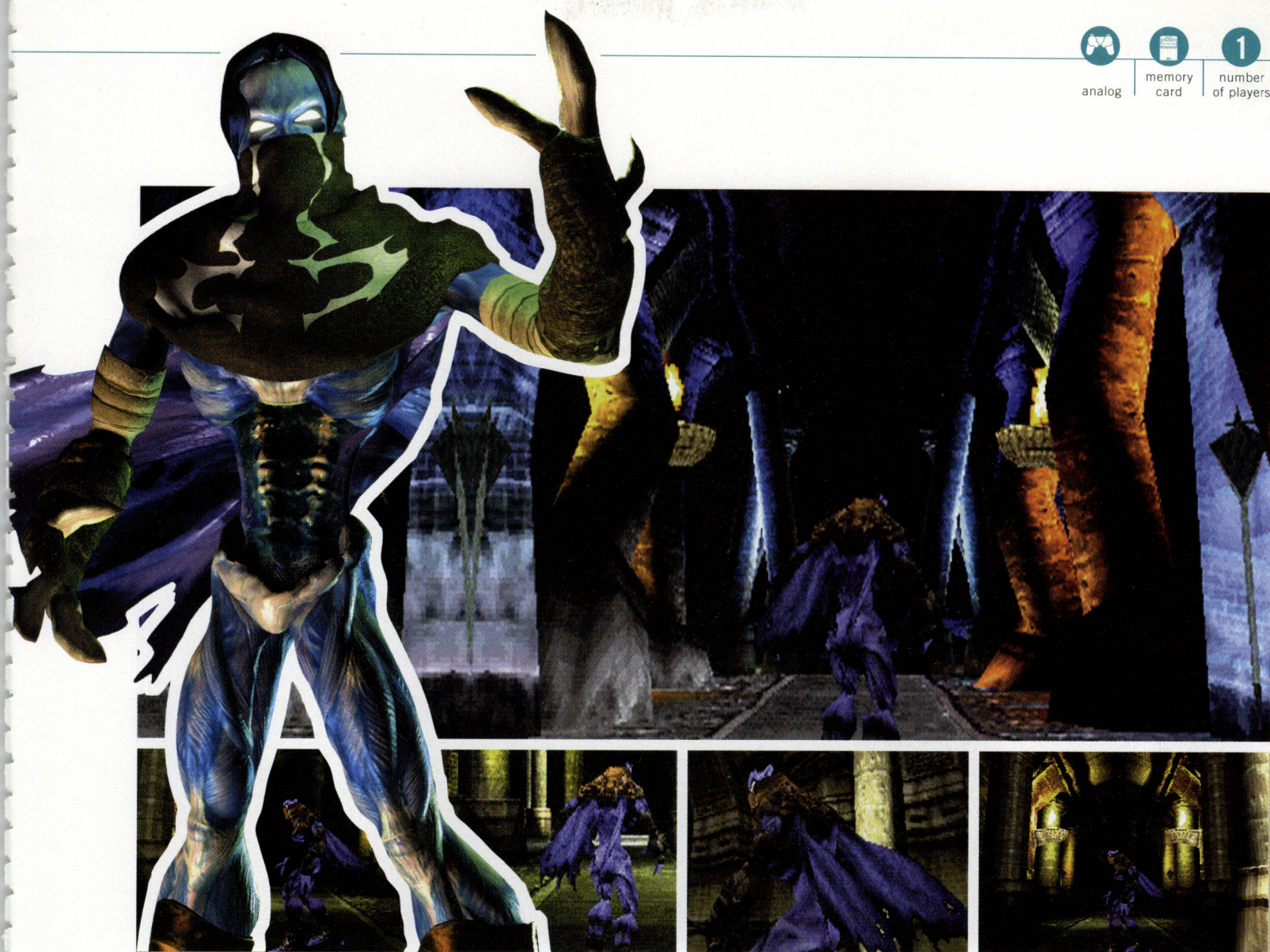
Number three – Your character is not a girl. Or, for that matter, a man. The game's hero, Raziel, was one of five lieutenants who ruled the world alongside the original game's anti-hero Kain. Raziel, however, falls out of favour after daring to grow wings and is cast into the Spectral world. There the Elder God gives Raziel the chance to get back to reality so as to seek his revenge. Aeons have passed, though, and upon his return Raziel discovers that the previously decadent and vampiric world of Nosgoth is a shambolic set of sheds. What happened? Where is Kain and the other lieutenants? What's in it for the Elder God?

Number four – You can't die. Bit tricky to get your head round, this one. The entire world of *Soul Reaver* exists on two spiritual





analog

memory
cardnumber
of players

planes: the Material plane (like real life) and the Spectral plane (an evil alternative universe bearing all the elements of the Material plane but in a twisted, demented form). Ralzeil, being for all intents and purposes as dead as a doorstop, is a creature of the Spectral plane. Therefore, while in the Material plane his energy is slowly depleted with the strain of manifesting himself.

Sucking their souls

In order to remain in reality he must fight and kill the evil creatures, sucking their souls to supplement his strength. When he suffers damage in fights, crushings or other inconveniences, he's transported to the Spectral world, appearing in the same place where he met his demise. There, he can exist ghost-like with all the other ghouls and, to a certain extent, continue his adventure. However, in order to dent the quest properly you must guide Ralzeil to a portal which will zap him back through to the Material world. Alternatively, should you have attained the required plane-shifting spell or 'glyph' and have full energy you can make this jump back to reality whenever you like. Confused? In fact, you won't be. As soon as you've played the game for the first time it will be very clear – and is likely to become a feature of many future 3D adventures. It's perfect fodder for the Next Generation of PlayStation.

Twisted and altogether darker

There are a number of truly brilliant gameplay side-effects thanks to this plane-shifting business. For a kick off the two planes look rather different, Spectral being a literally twisted and darker version of the Material plane. And, rather than merely blacking the screen out and switching over, the game morphs the scenery in real-time between the two existences. Huge buildings bend and discolour, previously impossible jumps become possible as rocky ledges lean together and the Material world's water turns to pools of Spectral green gas.

Also, time stands still in the Spectral plane so, having pushed a block off a cliff in the Material world it's possible to switch over and find it suspended in mid-air, forming a stepping stone to a higher level or other such unreachable treat.

Experimentation is a good thing

Throughout the game you're invited to experiment, mess around, and just see what happens. *Soul Reaver* is like an enormous other-worldly playground packed with spook beasts and unreal objects. Its fanciful, weirdoid setting is an excuse to incorporate all the outlandish ideas that the game's makers have been harbouring for years into a single bizarre whole. The result is a game literally like no other.

1	5	6
2	3	4

- 1 The ability to fly the camera makes for great close-ups.
- 2 The game has a very spooky feel throughout.
- 3 The interiors in the game were actually designed by an ex-architect.
- 4 Face to face with Ralzeil. In other words, yourself.
- 5 Our hero. Or is that anti-hero?
- 6 The Spectral World is a colourful and creepy place.
- 7 Time he got a new cape.
- 8 In fact the fashion police will be on his arse for his outlandish outfits.
- 9 Church-style settings always prove creepy.

***Soul Reaver's* fanciful, weirdoid setting is an excuse to incorporate all the outlandish ideas that the game's makers have been harbouring for years into a single bizarre whole. The result is a game literally like no other**



10	11	12	13
	14		

15	20	21	22
16			
17	18	19	

- 10 We can't imagine Ralzeil's merchandise catalogue is going to be quite as extensive as Ms Croft's.
- 11 Fights are fun but the absence of huge packs of opponents means they are rarely frantic.
- 13 It's too quiet around here.
- 14 The ability to move the camera gives a cinematographic feel...
- 15 ...but the in-game camera can often be unhelpful.
- 16 There is no inventory, so Ralzeil must use objects such as spears and torches left lying around the place.
- 17 Scary! The game is packed with atmosphere.
- 18 It's spookily organic.
- 19 Transferring between planes is a treat for the eyes.
- 20 Like a fly, Ralzeil can leap and stick to walls.
- 21 Our hero ready to strike.
- 22 The spectral world effectively doubles the size of the game.

We come in peace, sort of

Number five – There are no weapons in *Soul Reaver*. Oh alright, there is one. The mighty *Soul Reaver* sword is back and this time it can be powered-up with different abilities by plunging it into the water, fire, stone, sunlight, sound and spirit of various Forges dotted throughout the game. The souped-up sword can launch projectile-like fireballs and blast waves allowing the disposal of distant enemies. Also, certain baddies, such as the bosses who are the hideously deformed other lieutenants (that is, Ralzeil's brothers), are best destroyed with a tweaked soul reaver. Other beasts can be removed via chucking them into water or sunlight (they're vampires, see?). The scope for torture and death-dealing fun is almost limitless.

Rather than employing an inventory, packed with guns and guff – as in other games – Ralzeil uses objects such as spears and torches that must be found laying around to fight off his foes. Best of all, such objects may be hurled (the spears sporting helpful fins at one end to allow guided flight) at distant aggressors and retrieved later for a second use. As you play you become adept at spotting these weapons just waiting to

be grabbed and shoved up a ghoul's ribcage. The handy auto-face feature keeps Ralzeil locked onto his nearest foe and while the combat is simplistic – there is only a single attack button, dishing out repeated blows and combos plus another 'finishing move' button for a special death attack – it's certainly a lot meatier than Lara's auto-pilot shoot-outs. After dispatching half of *Tomb Raider 3*'s baddies before you've even seen them properly, the close-combat of *Soul Reaver* makes for a much more exciting and exhilarating fighting experience.

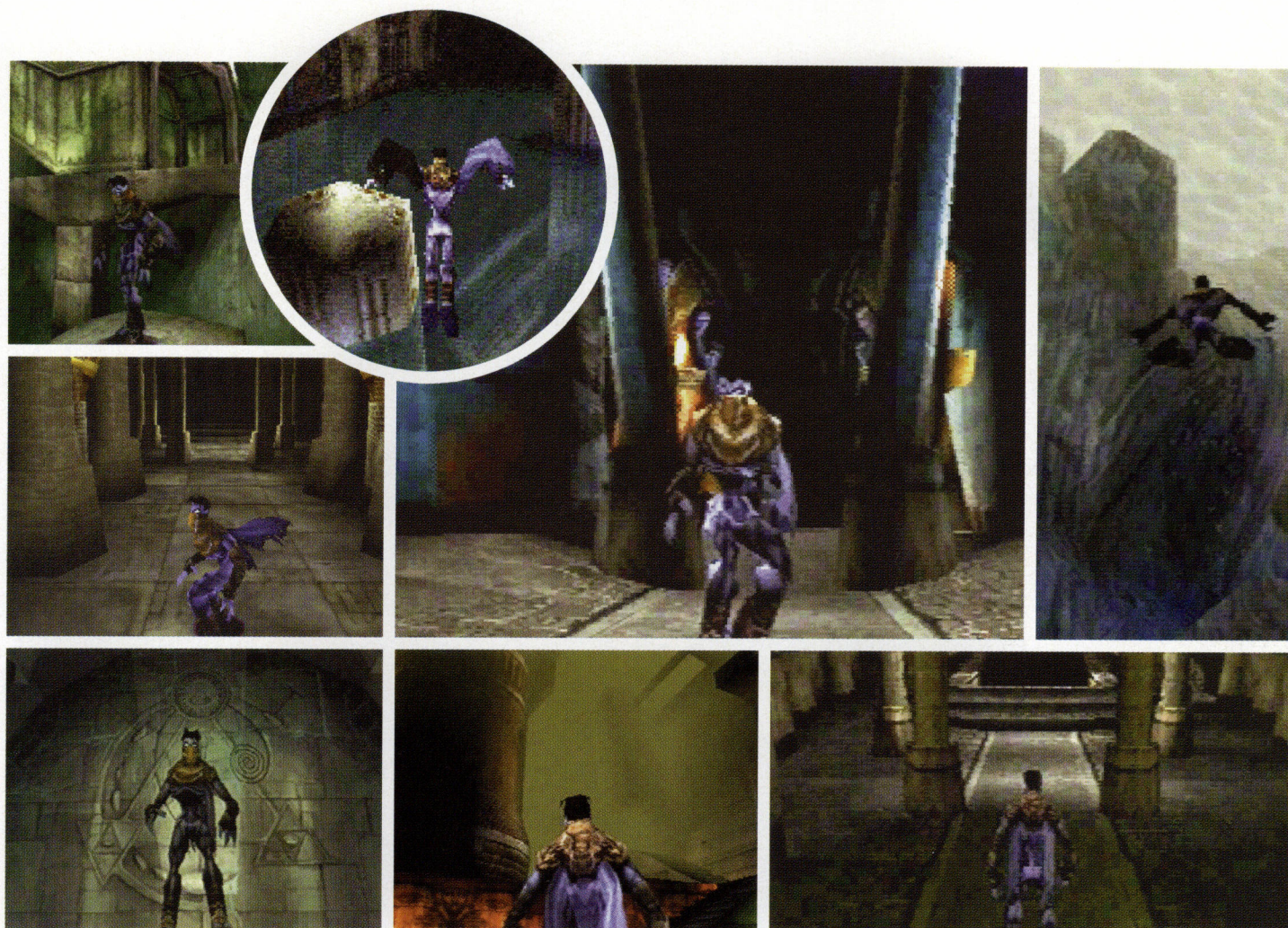
Simple pleasures

Number six – It's not infuriatingly complicated. *Soul Reaver*'s vast, open world, while frequently widening to huge arenas is a much more channelled affair than the vast freedom of *Tomb Raider*. Pathways tend to lead to chambers from which there are a few exits. Compared with *Tomb Raider*'s multi-level, multi-switch over-complexity, *Soul Reaver* is either disappointingly streamlined or refreshingly simplified depending on whether you've ever spent days running around *Tomb Raider* wondering what the heck to do next.

***Soul Reaver's* vast, open world, while frequently widening to huge arenas is a much more channelled affair than the vast freedom of *Tomb Raider*. Pathways lead to chambers from which there are few exits**



analog

memory
cardnumber
of players

***Soul Reaver*, so obviously an alternative to *Tomb Raider* and its various incarnations, changes just about everything about the classic while miraculously remaining just as playable**

After tearing hair and flinging joypads about at the obvious cruelty of some of *TR3*'s puzzles, the gentle coaxing and leading nature of *Soul Reaver*'s structure – with its complexity introduced by the constant stream of new abilities and spells – is like a breath of fresh air.

A different view

That said, *Soul Reaver* very nearly fumbles the cosmic ball with its quite awful in-game camera – that's something it could've learned from Lara's outings. Turn and run towards the beast and the camera will slide backwards keeping you in shot while not giving you so much as a hint as to what it is you're actually running towards, and so the job of controlling the game camera manually with the shoulder buttons becomes as much a part of the game as moving Raziel about the worlds.

Also there is none of the *Tomb Raider*-style packs of wolves or teams of guards. Baddies come in twos and, occasionally threes, meaning that fights are fun while never being frantic.

And the question we know you are all wanting an answer for: is *Soul Reaver* better than *Tomb Raider 3*? Well, it's almost too close to call but *Tomb Raider 3*, with its sheer size and masterful level design must clinch it. If you'd never played either game go for *Tomb Raider* first. This provides the firm bedrock onto which *Soul Reaver*'s wacky, almost subversive gameplay builds. *Soul Reaver*, so obviously an alternative *Tomb Raider*, changes just about everything about the classic while miraculously remaining just as playable and being – we have to say it – even better looking. Fed up of *Tomb Raider*? Play *Soul Reaver*. You really won't regret it.

Daniel Griffiths



ALTERNATIVELY

<i>Tomb Raider 3</i>	9/10 PSM 18
<i>Tomb Raider 2</i>	9/10 PSM 6
<i>Tomb Raider</i>	9/10 PSM 2
<i>Resident Evil</i>	9/10 PSM 15

VERDICT

9

GRAPHICS

10 Some of the best effects ever seen in a game

GAMEPLAY

10 One of the best 3D adventures to date

LIFESPAN

8 Huge, but at the same time very manageable

While *Tomb Raider* remains the best 3D adventure game on the PlayStation, *Legacy of Kain 2: Soul Reaver* runs it a very close second. Very much a 'must-buy' title, it's like no other game there has ever been before

Monkey Hero

Publisher: Directsoft

Developer: Blam

Release date: April

Origin: UK

Style: RPG/Arcade adventure

Price: \$89.99

Is it *Crash Bandicoot* with a storyline, or *Alundra* for kids? Is it RPG or arcade adventure – or a combination of the two? More importantly is it any good. All this and more are answered here and now...



If you're old enough and anal enough to remember the original *MonkeyTV* series and are hoping that *Monkey Hero* is going to let you relive its staff-spinning, cloud-riding nonsense, you're going to be disappointed. For although it's based on the same Chinese myths – and there's certainly a fair amount of staff-spinning involved – there's no sign of Pigsy.

You're also going to be too old for this game, because what you get instead is an attempt to introduce younger gamers to the wonderful world of PlayStation RPGs by combining arcade adventure gameplay with simple role-playing elements. As much as this may be a crushing blow to some, it has to be said that on these terms *Monkey Hero* is a success.

The game itself revolves around the three worlds of Chinese folklore. Playing as the cheeky little primate himself, you must confront the Nightmare King and prevent him from getting his mitts on the immense power of the Magic Story Book. This makes him a little upset and so he scatters the eight chapters of the book across the Waking World in a temper tantrum. It's not hard to work out who's going to have to find them.

In game terms, this entails exploring *Monkey Hero's* impressively-sized world, battling a variety of monsters and bosses, solving the odd puzzle or three and picking up a variety of new equipment and abilities along the way. As with *Alundra*, the gameplay has clearly been inspired by the classic *Zelda* series, but has been simplified to fall somewhere between *Alundra* and the likes of *Crash Bandicoot* and *Spyro* in complexity. The role-playing elements take the form of simple character progression. As you move through the game, Monkey gains an array of increasingly powerful weapons and a selection of equipment that grants special abilities, as well as power-ups that give the furry little chap more health points and extra lives.

It's all good, clean, harmless fun, if a little too simplistic for the more experienced PlayStation owner who would be better off shelling out for *Alundra*, *Breath of Fire III*, or *Wild ARMS*. For the younger and/or less experienced gamer that it's quite clearly aimed at, though, *Monkey Hero* has a great deal to recommend it. The difficulty progression is well-judged and very smooth, the plot is easy to follow and the gameplay is enjoyable and satisfying.

Andy Butcher

ALTERNATIVELY

<i>Crash Bandicoot 2</i>	9/10 PSM 22
<i>Alundra</i>	9/10 PSM 7
<i>Wild ARMS</i>	9/10 PSM 20
<i>Spyro</i>	8/10 PSM 16

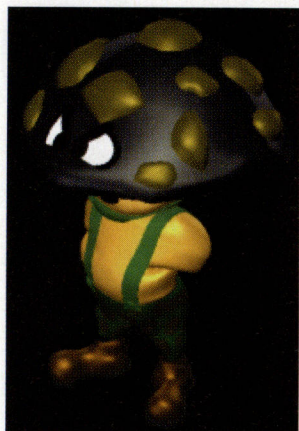
VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

7 A little old-skool but big, bold & cute all the same
8 Not very original, but fun nonetheless
8 Plenty to get your teeth into

A little too simple perhaps for the seasoned RPG connoisseur, but a great introduction to those a little scared of the 'role-playing' stigma. Especially good for the younger or inexperienced gamer.



		1	7
2	3		8
			9
	4		10
			11
6		5	12
			13

- 1 You start off in a mine where you quickly solve a few puzzles and get used to the controls.
- 2 A mushroom-shaped man.
- 3 Staff-spinning to cross gaps is one of *Monkey Hero's* skills.
- 4 Our hero in fighting mood.
- 5 Chests contain loads of goodies.
- 6 Here is the main man himself.
- 7 And here is the foe, Nightmare King.
- 8 Plenty of exploring awaits you.
- 9 The outer world.
- 10 Menus are simple and functional to use.
- 11 The library.
- 12 There are dungeons throughout the game.
- 13 More from the treasure chests.



Kensei

Publisher: GT Interactive

Developer: Konami

Release date: April 99

Origin: Japan

Style: Beat 'em up

Players: One to two

Price: \$89.99

You know how you look at somebody and think "They can't be that tough", and it turns out they're a Karate expert and borderline psychotic? You just can't tell when it comes to fighting. *Kensei* doesn't look that tough either...

The ancients believed there was an elixir that prolonged life. Alchemists spent centuries searching for it. Explorers scoured the four corners of the Earth for it. Holy men sat on top of mountains on the off-chance that a vision of it would waft by. We could have told them that the substance they were after was gameplay. It's what makes staying up until two in the morning to get that extra track, fighter or level worthwhile. It's also something that Konami knows a bit about.

There's an argument made by blokes down the pub after a hard session of *Street Fighter EX* that only the Japanese can produce truly great beat 'em ups. *Kensei* is the kind of game that makes you admit they could have a point. Take throws, for example. In most fighting games throws are cheesy moves done close-up that require little skill. *Kensei*'s throws are different. They work at a longer range but leave those who attempt them more vulnerable, they can be mistimed, countered or pulled off with such grace that even your opponent will have to admit it looked pretty flash. Then there's the blocking – usually a dour, negative (if necessary) affair, here it's sprightly, can be combined with dodging and evading blows and can also be used as a platform from which to strike back. This is a game created not by people who aspire to be directors, but by people so bonkers about games that their red blood cells are probably perfect polygon tetrahedrons.

It's an obsession with detail that makes *Kensei* stand out from the slew of *Tekken*-wannabes. Play it in normal toe-to-toe fashion and you'll miss out on half the moves. There are sneaky arm grabs from the side, kicks that spin through 360 degrees to catch out opponents sneaking round your guard and horrible neck-breaking holds that can be administered from behind.

Visually, the game is effective rather than stunning, but *Kensei*'s characters possess a heftiness lacking from *Dead Or Alive* and *Street Fighter EX*. Slaps will just send your character's head rolling but a full-on punch or kick will see them flying across the screen in a pile of flesh and bones. Indeed the balance between slow power moves and fast weak ones is almost perfect.

Call us mad fools if you wish, but *Kensei* even manages to score points off *Tekken 3* by giving you a right good scrap in one-player mode. Early on in Normal mode a few choice tactics will see you through, but later opponents anticipate your side-shuffling, grappling or quick attacks forcing you to fight more tactically than you might expect. You'll really have to know your stuff if you want to expand the eight strong line-up to 20 by finishing with all the characters. When that's done there's always the Survival mode ('winner stays on' with fists) and Time Trial (beat your own and other people's bout times) to have a pop at. If that sounds tricky then, like *Tekken*, there's a Training mode to help spruce-up your skills.

It would be easy to overlook *Kensei*, but that, however, would be a crime. It may not have graphics to die for and it won't be backed up by a million TV ads, but *Kensei* is a fighting game to give *Tekken 3* a run for your dollars. If Konami had managed to add an extra layer of gloss to its graphics, a few more spectacular moves and stunning character intros then even Namco might be looking over its steroid-swollen shoulders. As it is, *Kensei* is a game that focuses on addictive gameplay which ensures that – unlike many of its rivals – it's built to last. Perhaps not the most fashionable of fighting games, but certainly one of the most handy on the circuit.

Pete Wilton



ALTERNATIVELY

<i>Tekken 2</i>	10/10 PSM 1
<i>Tekken 3</i>	9/10 PSM 14
<i>Soul Blade</i>	9/10 PSM 3

VERDICT

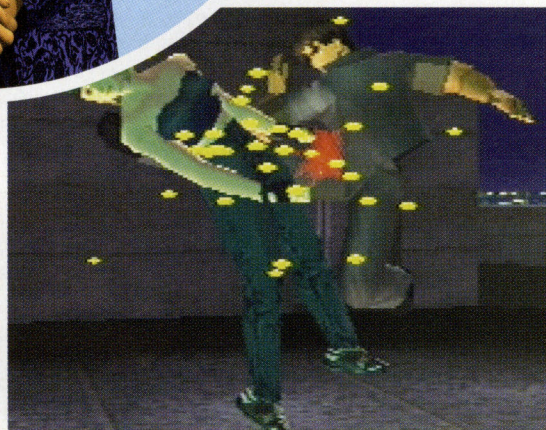
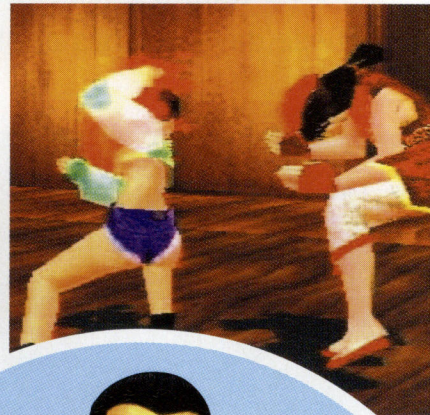


GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Plain backgrounds, but detailed characters
- 9 Captures the tension in fighting like no other
- 9 A fantastic two-player mode prolongs the fun

An unexpected success, *Kensei* doesn't look especially flashy but it is the nearest fighting experience you'll find to the *Tekken* trio. A real victory for content over style, this demure fighter really packs a punch.





- 1 Who needs fighting when all the problems of the world can be solved with a spot of Cossack dancing like this?
- 2 Quick kicks are good for finishing off opponents on their last legs.
- 3 The throws vary depending on your position in relation to the other fighter.
- 4 Although most of the backgrounds are set outside, there are claustrophobic arenas to fight in.
- 5 Perhaps not the sharpest dressed man, but then you wouldn't want to fight in your best suit, would you?
- 6 Why not indulge in a game of Twister if the contest becomes too much for you?
- 7 The grab moves can be followed up with kicks and punches.
- 8 The attacks are beautifully balanced and timing is everything.

1	2
3	4
6	5
7	8

Publisher: Sony

Developer: Psygnosis

Release date: April 99

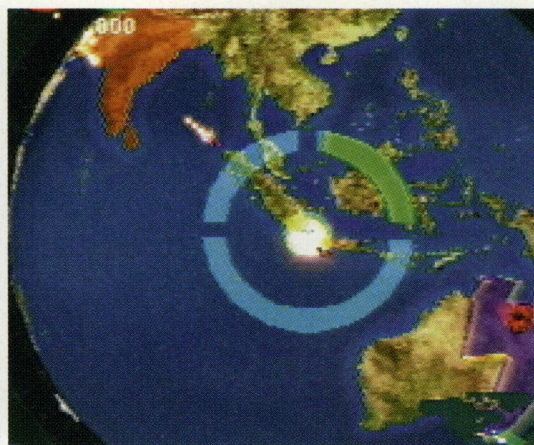
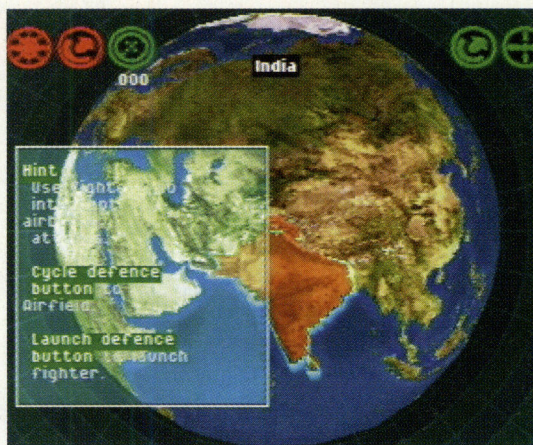
Origin: UK

Style: Arcade strategy

Price: \$69.99

Global Domination

War used to be such a friendly game as a kid. Hiding behind bushes and then gleefully rat-a-tat-a-tatting the Postie until he faked exaggerated death for you. These days war has a far less palatable feel to it...



Nobody said war was a thing of beauty, and this is about as basic as it gets on the PlayStation. Looks aren't everything, however, and the screens of *Global Domination* are functional rather than flash.

There are strategy games that hope to win you over with their arcade-style action. There are strategy games that woo you with their cute little people. And then there are strategy games, like *Global Domination*, that care not for looks or action but instead rub your nose in the ugly and distinctly grim business of modern conflict.

Gone are the pretty Matchbox-esque tanks and plastic soldiers of old. Gone are the watered down images of war which make it all seem so chummy and fun. And gone are the tactical decisions that drive the strategy games ever higher. Here you have missile silos, naval task forces and elite commando units. Your mission is to use any means necessary to eliminate rival empires, including bombing neutral countries until they join your crusade. It's *Risk* with rockets. And it's war without nobility.

Of course war isn't always a pleasant business. It can get very messy and distinctly confused. But then, in the fickle world of PlayStation gaming, such concerns can be brushed aside if war is dressed up to look like fun. Playing the action strategy of *Return Fire* can have you creased up with laughter in two-player mode. *Command & Conquer* gives a real sense of purpose to the war game and can become totally addictive. *Warcraft 2* even makes war seem cute at times. The bottom line is that if a game is good, then the subject matter and morality can be conveniently bi-passed.

This is also a difficult game to play, however. And although a control method has been developed specifically for the PlayStation joypad it's clear that mouse control confers a huge advantage over the joypad in such instances. The major problem is that everything happens so fast. And even using the 'tactical zoom' it's still frustratingly hard to lob missiles accurately when you're playing at speed.

But, unlike, say, *Command & Conquer* you don't actually build any installations, nor do you develop or design new weapons. What you start each mission with is pretty much what you've got, your forces will slowly replenish their supplies and new territories can add more firepower, but the decisions you make are short-term and tactical, not long-term and strategic – should you fire one missile or two? Should you give nearby ally forces air cover?

Overall *Global Domination* is disappointing. There are no real layers of gameplay, no chance to develop clever strategies or bedazzle fellow enthusiasts with your military guile. Ignore skirmishes and, when you do attack, knock out your opponent's ability to retaliate by pounding his silos with everything you've got. Far nastier than playground battle or even *Command & Conquer*, and almost as brutal as the real thing. Although if you've seen *Saving Private Ryan* or *The Thin Red Line* then there is every possibility that you may tend to disagree.

Pete Wilton



ALTERNATIVELY

Command & Conquer 9/10 PSM 2
Warcraft 2 9/10 PSM 6

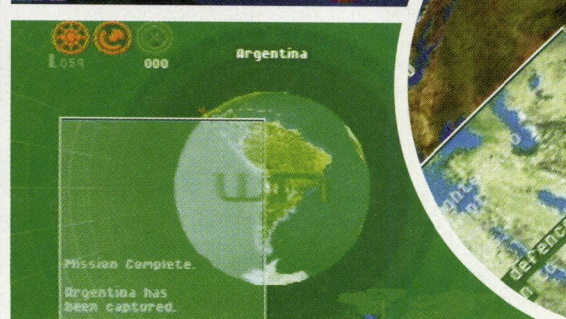
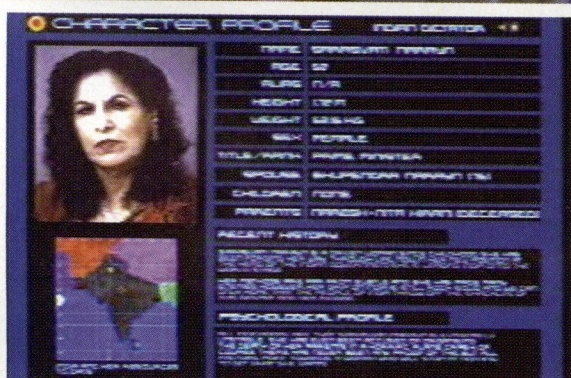
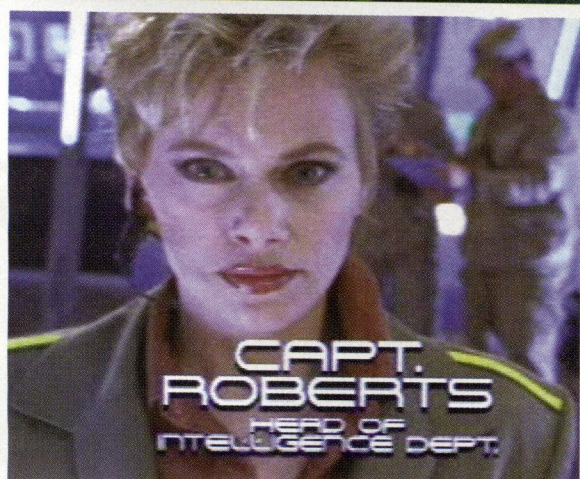
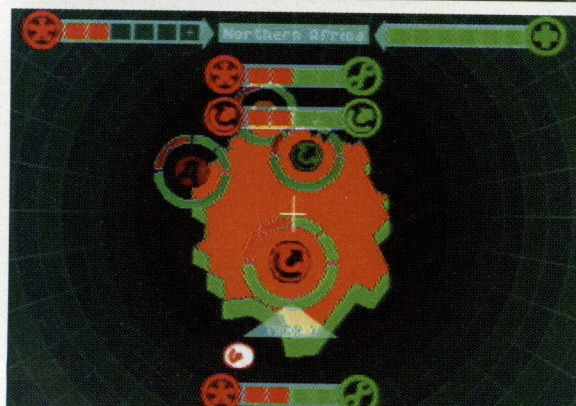
VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

4 Hardly *Gran Turismo* is it? But it doesn't need to be
6 Not as clever as it thinks it is. Repetitive at times
7 And yet it's so hard to complete. Very frustrating

Even if you like strategy this could give you a headache. Lacks any of the personal touch and is a little too unstructured. Much of the action is random carpet-bombing with no real understanding of the reasons. Surely war isn't like this?



1	2
3	4
5	6
7	8 9

- 1 Success! Your opponent has been reduced to ash. Celebrate with a missile attack on a Third World country.
- 2 Maps abound, most providing an astronaut's eye view of the spinning globe. The game has all the good looks of a dirty tea-towel and none of the charm.
- 3 The zoom option allows you to pinpoint targets within a continent. Unfortunately, the controls are awkward.
- 4 All the 'action' is shown on this colour-coded globe. You need a bit of geographical nous to find your way about. Here you are also presented with your mission objectives.
- 5 Dire full motion video with make-up to make you blush.
- 6 Defend your bases by firing anti-missiles. But you had better be quick.
- 7 Everybody wants to rule the world. Here you are provided with all the necessary and deadly dull information to help you do it.
- 8 Armageddon. Argentina is no more.
- 9 Pound other countries into submission to make them defect to your empire. It is useless to resist the power of the force.

WCW Thunder

Publisher: GT Interactive

Developer: THQ

Release date: April 99

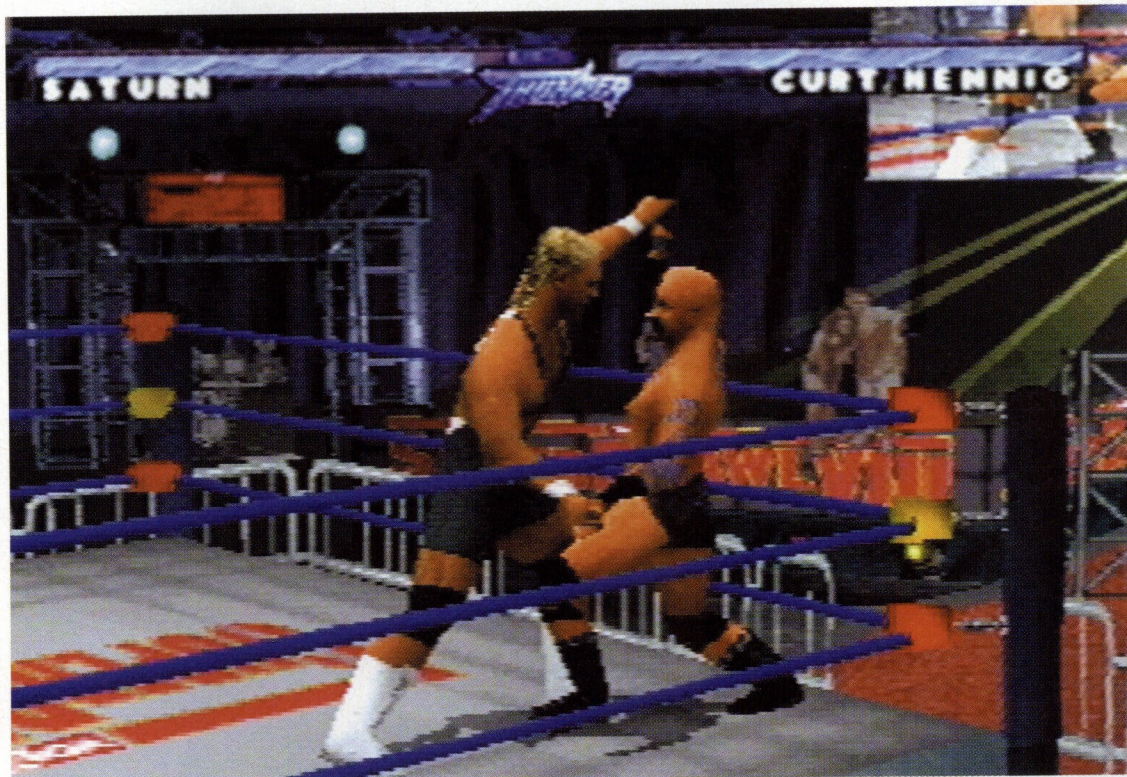
Origin: US

Style: Wrestling sim

Price: \$69.95

Classification: M15+

How do you get millions of people interested in watching men who wax their chests wriggle around a boxing ring in tight-fitting outfits that look more at home in the Sydney Mardi Gras parade? Here's how...



Thunder is chock-full of amusing and high-quality video clips with spandex-clad wrestlers bragging about decimating their opponent.

The world of professional wrestling can most accurately be described as a drag show on steroids. Think about it. It's completely choreographed, the participants are dressed for effect and the only time anyone gets hurt is when they break a fingernail. Okay, it would be a brave person who walked up to a bunch of redneck American fans and asked them what they were doing at a drag show but in essence it's exactly the same thing. That's not to say it isn't fun or energetic though and it's usually worth watching, if only for the sometimes brilliant buffoonery that goes on between matches.

With its combination of fast action, spectacular moves and high-profile professional wrestling has been the subject of many games, THQ has itself created four offerings prior to *Thunder*. Unfortunately none of them have been top notch with Acclaim's *WWF Warzone* being most people's choice for the best wrestling title on the PlayStation. *WCW Thunder* is essentially an evolution of the previous *Nitro* title, but has it evolved enough?

Nitro players will notice a few new features immediately, with Cage Matches and Battle Royals now included along with 'foreign objects', that is weapons, and the ability to change the affiliation of your wrestlers. The speed of the game has been cranked up significantly as well, although you will definitely notice a bit of slowdown when there are four wrestlers in the ring at the same time.

The weapons that are available to the ambitious wrestler come in all shapes and sizes from title belts, guitars and microphone stands to crates, baseball bats and that perennial favourite, the fold up chair. Now what sort of 200 kilo giant would fight with a plastic chair? If someone that big ever hits you with a plastic chair you should thank them for going easy on you, their fist would have done much more damage...

WCW Thunder has a good initial selection of wrestlers to choose from and many, many more locked away. There are 128 characters in all with about 64 genuine WCW and NWO wrestlers and the rest made up of managers, developers, wrestlers' girlfriends and just plain silly things like cows, two-headed cyclops and robots. One of the coolest features is in the character selection screen, where each wrestler has a prerecorded rant to talk you into, or out of, picking them to fight and most of them are pretty funny.

So, *WCW Thunder* has got the lycra shorts and spandex cape but the muscle? It isn't there. The game's speed seems to have come at the expense of a fast gamepad reading routine and it's virtually impossible to do any of the three input moves in a fight and some of the two-button moves are unreliable at best. And with the control method proving difficult and the AI simply cranked up too high, there seems little point in deviating from the true path of beat 'em ups for this choreographed nonsense in pink-lycra. Funny at first, the joke simply wears thin too quickly.
George Soropos



dual
shock



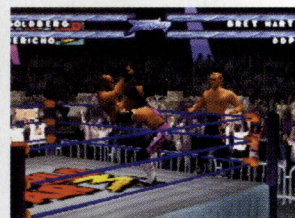
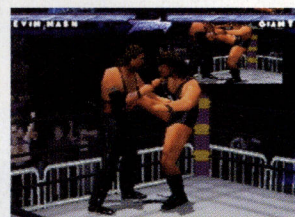
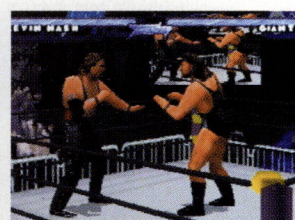
Analog



memory
card



number
of players



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	4		
		5	
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			10
			11

- 1 Prepare to be poleaxed.
- 2 He's really a lovely guy once you get to know him.
- 3 Time to make pancakes.
- 4 An exhibition cage match between Sting and Nash. Sting actually belongs in a cage.
- 5 Funny how those NWO T-shirts are popular. Why would you want to be associated with these goons?
- 6 The giant background screen is a good touch, and helps add to the cheesy atmosphere.
- 7 "Would you care to dance, Kevin? I'll lead."
- 8 As usual, tag team matches are the most fun, but expect slowdown when there are four wrestlers in the ring at once.
- 9 There are 64 characters to choose from, each with three special moves plus a standard repertoire of many others.
- 10 Fights often end up outside the ring and weapons include chairs, microphone stands, baseball bats and crates.
- 11 Much time and effort was obviously spent on the glossy presentation, but there's been precious little attention on improving the gameplay.

ALTERNATIVELY

WWF Warzone 7/10 PSM 15
Knockout Kings 7/10 PSM 17

VERDICT

5

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Reasonably realised fighters
- 5 Frustrating and limited in its scope
- 4 Why play this instead of a beat 'em up?

They can shout and posture on the television as much as they like, when it comes to fighting contests, wrestling just doesn't do it. And in the case of *WCW Thunder* it is very much the same.

Live Wire

Publisher: **Ozisoft** Developer: **SCI** Release date: **April** Origin: **UK**
Style: **Puzzler** Players: **One to two** Extras: **Memory card** Price: **\$69.95**

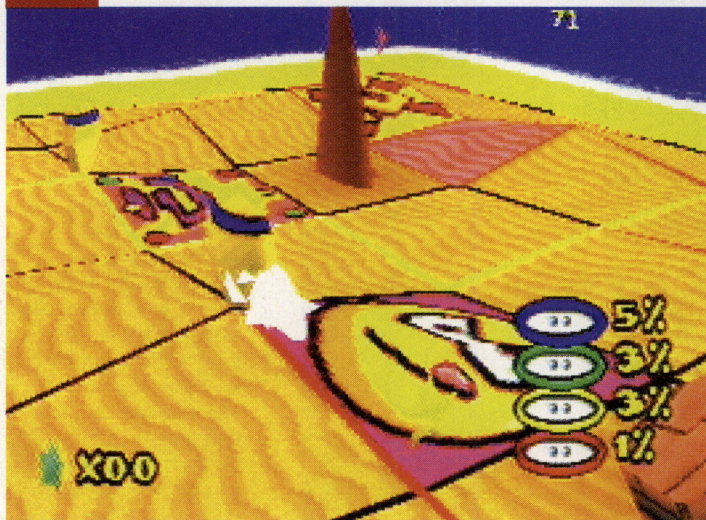
Live Wire's a puzzle game, but manages not to feel like one. The nuts-and-bolts of the game is to capture territory, which is separated into squares and forms a sprawling checker-board

landscape. You move around this board via the lines between the squares, and once you've walked

around a square, it becomes yours. Graphically, it looks pretty respectable. That's if you don't mind staring at colours bright enough to make your eyes bleed, but then this all adds to the game's charm. *Live Wire* offers something over and above the average puzzle game. And, with its cluttered screen, almost too much at times. **AB**

VERDICT

7



Poy Poy 2

Publisher: **GT Interactive** Developer: **Konami** Release Date: **April** Origin: **Japan**
Style: **Puzzler** Players: **One to four** Extras: **Memory card, Multitap** Price: **\$79.95**

Pity poor *Poy Poy*. With a Multi Tap, it's undoubtedly one of the best four-player PlayStation titles money can buy. But you lot out there almost entirely ignored the game. *Poy Poy 2*, however, gives

PlayStation owners a second chance to experience one of the most inventive and enjoyable

multiplayer concepts since *Bomberman*. The irony, is that the update is a tad disappointing. In fact, it's a tweaked version of the original.

As a one-player, its remit is to entertain but rarely to enthrall. As a four-player, its Multi Tap erotica – as an *après-pub* game, it has few peers. Only buy it therefore if you have mates! **JP**

VERDICT

7



Crash Bandicoot 2

Publisher: **Sony Platinum** Developer: **Naughty Dog** Release Date: **April**
Origin: **US** Style: **Platformer** Players: **One** Price: **\$39.95**

The middle child of Naughty Dog's platforming family, *Crash 2* offers 25 fun levels of platforming action with everyone's favourite mad marsupial. And it does so for a mere forty bucks.

play them in any order, providing variety and allowing you to return to previously completed levels to practice your skills.

Hard-core gamers might bemoan the simplistic difficulty setting and the repetitiveness of some of the levels, but there's plenty to keep you entertained, particularly for younger players. A steal at this bargain price. **RP**

Crystals allow Crash access to progressively harder stages, but due the warp rooms you don't have to

VERDICT

9



Rugrats: Search for Reptar

Publisher: **GT Interactive** Developer: **THQ** Release Date: **April** Origin: **US**
Style: **3D Adventure** Players: **One** Extras: **Memory Card** Price: **\$69.95**

Conveniently timed to cash in on the movie, *Rugrats: Search for Reptar* is an immensely cute third-person 3D adventure in the style of *Gex 3D*.

Tommy's favourite Reptar puzzle has

been scattered all over the Pickles house, and you gain puzzle pieces by wandering around the abode. The

levels are all fairly easy, and the most difficult part is getting used to the way Tommy and friends stumble around.

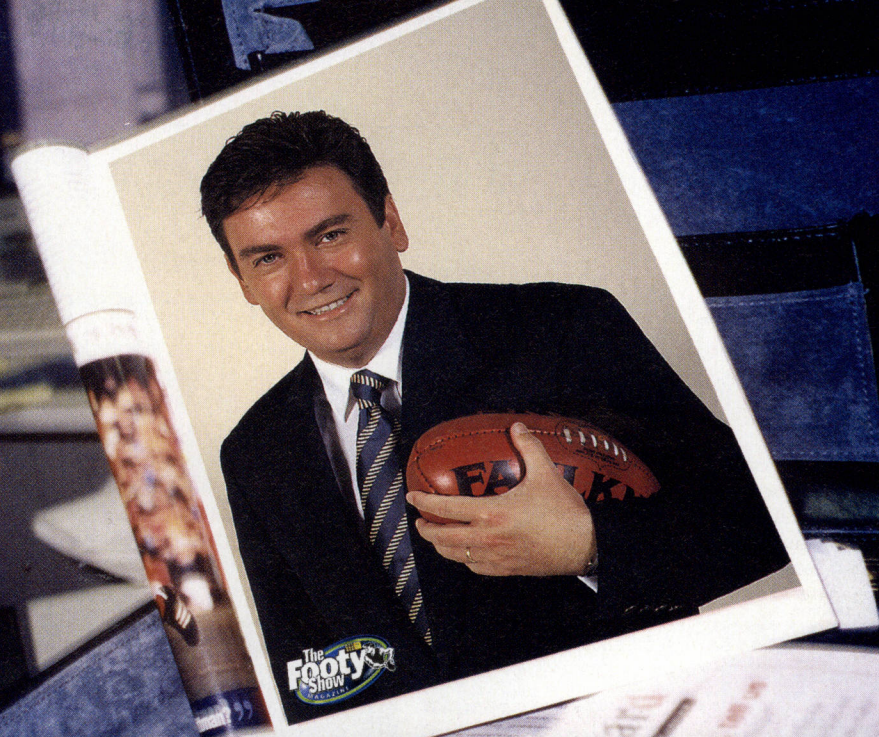
Everything is very true to the cartoon series and clearly aimed at the under-ten set, it kept four (vaguely mature) adults entertained for a good part of an evening. Recommended for the young (and young at heart). **JM**

VERDICT

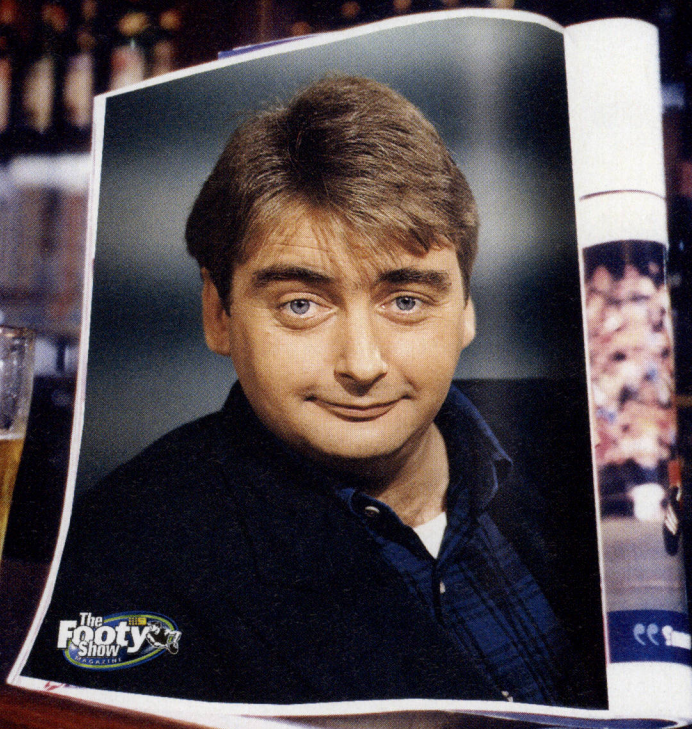
7



NOW, YOU
CAN GO TO
WORK WITH
EDDIE



HAVE ONE OR
TWO WITH
TREV

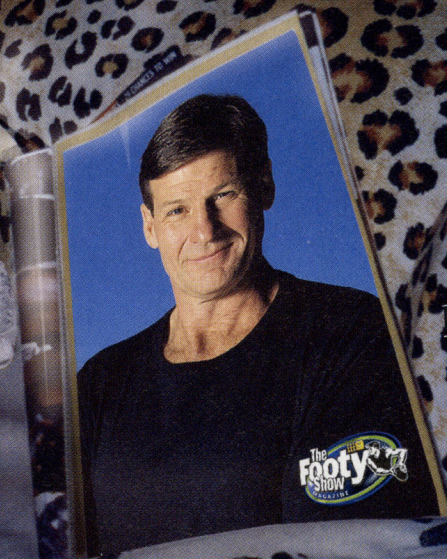


AND SORT OUT
SAM
IN BED

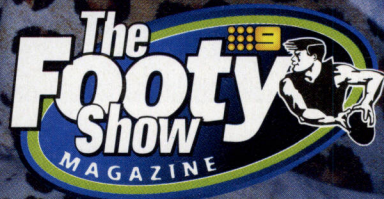
Quirk, smirk, stars, spars,
news, reviews, laughs, drafts,
opinion, slander, candour.

No boundaries.

On-sale March 24, 1999.



Finally, a magazine with balls.



Cool Boarders 2

Publisher: Sony Developer: Uep Systems
Release: April Origin: US Style: Snowboard racer
Players: One to two Extras: Memory card Price: \$39.95

This snowboarding sequel added a two-player split-screen mode, ramped up the speed and offered eight opponents to race against for single players. We liked it. Other pluses included more emphasis on tricks (each track providing plenty of jumps) and 16 well-designed courses, providing a more than reasonable challenge. Cheap thrills beckon.



VERDICT
8



Eliminator

Publisher: Sony Developer: Psygnosis Release: April
Origin: UK Style: Future sport Players: One to two
Extras: Analog pad, rumble Price: \$69.95

A turbo-charged shooting gallery, *Eliminator* sees you as the pilot of a heavily armed hovership. Basically, if you can survive the dozens of gun turrets, missile-launching vehicles and make it to the exit you can go free. *Eliminator* would have looked stale even if it was released 18 months ago, though.

VERDICT
5



Shanghai True Valor

Publisher: TBA Developer: Activision Release: April
Origin: Japan Style: Mah Jong puzzler Players: One to two Extras: Mouse, memory card Price: \$TBA

What a curious little beast. If *Shanghai* grabs you, it's just so addictive, and the Battle mode in particular is surprisingly good fun. If this kind of games appeals, it will amuse you for hours on end, but you'd probably be better off with the version of *Mah Jongg* on this month's demo. It's a far better deal! Free, in fact.

VERDICT
4



Premier Manager 99

Publisher: Gremlin Developer: In house Release:
Out now Origin: UK Style: Soccer management sim
Players: One to four Extras: Memory card Price: \$79.95

For the minority of Australian PlayStation owners that actually require a soccer management sim, this is about the best on the market. If you're mad on the UK-style of footy then you can lose yourself to the wealth of tactics and compulsive viewing of stats. An old engine admittedly, but there's nothing better out there.

VERDICT
7

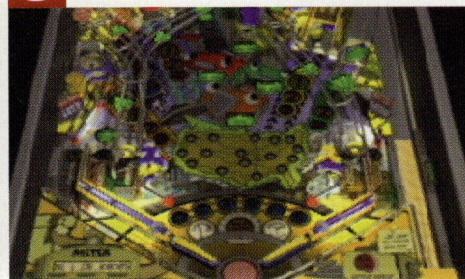


Pro Pinball Big Race

Publisher: Empire Developer: Cunning Release: Out now
Origin: US Style: Pinball sim Players: One to four
Extras: Analog pad, memory card Price: \$89.95

Pinball is different. Pinball is a physical game. Pinball is to be played while a large, furry man in a biker's jacket with the sleeves ripped off looks over your shoulder. Inherently, videogame conversions are object-defeating affairs, akin to eating a microwave roast or drinking non-alcoholic beer. What then, we ask, is the point?

VERDICT
3



Bust-A-Move 4

Publisher: Acclaim Developer: Taito Release: April
Origin: Japan Style: Puzzler Players: One to two
Extras: Memory card Price: \$TBA

Taito has handed itself the unenviable task of improving on a game which was nigh-on perfect in the first place. This fourth installment is fundamentally identical, and, as such, remains one of the most enduringly enjoyable two-player games on the PSX in existence. We'd recommend *Bust-A-Move 2* though. It's cheaper!

VERDICT
8



Viva Football

Publisher: TBA Developer: Virgin Release: April
Origin: UK Style: Soccer sim Players: One to four
Extras: Analog pad, rumble, memory card Price: \$TBA

Viva is proof that all the options and clever ideas in the world can't make a game great if the basics aren't handled correctly. There's a lot in *Viva* that's good (notably the ability to replay old soccer classics and change history), but it takes a frustrating amount of time and effort to mine these seams of enjoyment.

VERDICT
6



Invasion

Publisher: TBA Developer: Microids Release: April
Origin: UK Style: Shoot 'em up Players: One to two
Extras: Analog pad, rumble, memory card Price: \$TBA

There's an unwritten law that says PSX games that don't tax your brain cells should rightly make up for their stupidity by being fun and impressive. Sadly *Invasion* has obviously never heard of this gentlemen's agreement. Even compared to wrinkly old blasters like *Warhawk*, *Invasion* comes off looking shoddy and over-priced.

VERDICT
3

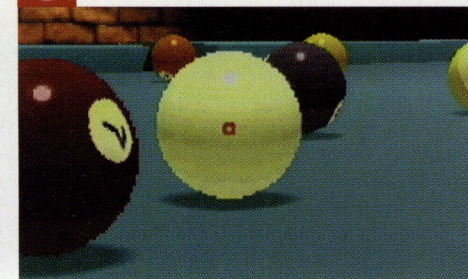


Pool Hustler

Publisher: Sunsoft Developer: In house Release:
Out now Origin: US Style: Pool sim Players: One to two
Extras: Memory card Price: \$TBA

This is a competent approximation to a very enjoyable pastime, and one that's worth taking a look at if you really must have a pool sim. But for all that *Pool Hustler* gets right, it simply doesn't offer the variety that Gremlin's *Actua Pool* does. And there's no Killer Play mode. Which is a shame. Fun but flawed.

VERDICT
6



In this issue

Game name	page	score
Bust-A-Move 4	86	8
Cool Boarders 2 (Platinum)	86	8
Crash Bandicoot 2 (Platinum)	84	9
Eliminator	86	5
Global Domination	80	6
Invasion	86	3
Kensai	78	9
Legacy of Kain 2: Soul Reaver	72	9
Live Wire	84	7
Monkey Hero	76	7
Pool Hustler	86	6
Poy Poy 2	84	7
Premier Manager 99	86	7
Pro Pinball: Big Race	86	3
Ridge Racer Type 4	68	9
Rugrats: Search for Reptar	84	7
Shanghai True Valor	86	6
Viva Football	86	6
WCW Thunder	82	6

In recent issues

Game name	issue	score
A Bug's Life	PSM 20	5
Abe's Exoddus	PSM 17	9
Actua Pool	PSM 19	6
Actua Tennis	PSM 18	5
Akuji the Heartless	PSM 20	8
All Star Tennis 99	PSM 18	7
Apocalypse	PSM 18	8
Asteroids	PSM 19	6
Bloodlines	PSM 19	8
B-Movie	PSM 18	8
Brunswick Bowling	PSM 20	5
Bust-A-Groove	PSM 16	8
Civilization 2	PSM 20	6
Colony Wars: Vengeance	PSM 17	9
Cool Boarders 3	PSM 17	8
Crash Bandicoot 3: Warped	PSM 18	9
Devil Dice	PSM 19	8
FIFA 99	PSM 18	8
G-Police (Platinum)	PSM 20	9
Granstream Saga	PSM 20	6
KKND Krossfire	PSM 19	9
Libero Grande	PSM 19	7
Max Power Racing	PSM 18	7
Metal Gear Solid	PSM 20	10
NBA Live 99	PSM 19	8
NHL 99	PSM 19	8
Psybadek	PSM 18	5
Rally Cross 2	PSM 20	5
Rollcage	PSM 20	9
R-Type Delta	PSM 20	8
Running Wild	PSM 19	6
Rushdown	PSM 19	3
Sensible Soccer	PSM 20	2
Shane Warne Cricket	PSM 18	9
Small Soldiers	PSM 18	5
Tank Racer	PSM 19	6
Tiger Woods	PSM 19	6
Time Crisis (Platinum)	PSM 18	8
Tomb Raider 3	PSM 18	9
Trap Gunner	PSM 20	8
V-2000	PSM 18	7
Wild Arms	PSM 20	9
X-Games Pro Boarder	PSM 19	7

Next month in PSM 22

REVIEW & DEMO



DRIVER

Call the cops!

Exclusive review and playable demo of this car chase classic!

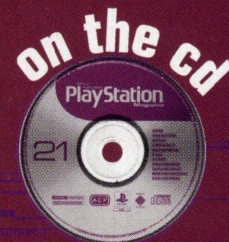
PLAYSTATION 2



THE NEW FACE OF PLAYSTATION

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NINE PLAYABLE DEMOS

PLUS!

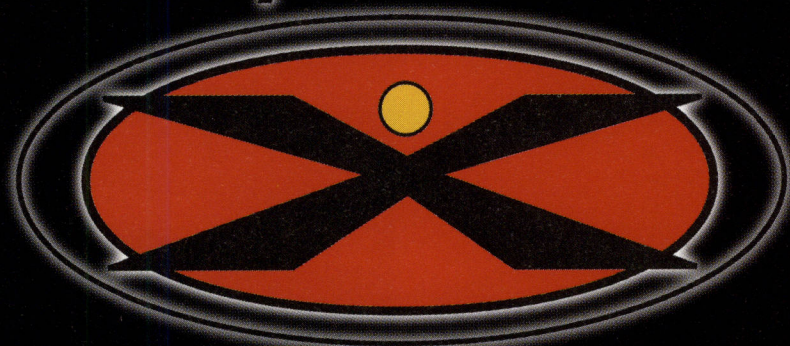
Cheeky popsters Five on their favourite PSX games. PSM talks to the creators of *Silent Hill*, *AFL 99* and *ICC Cricket*, and England Soccer Coach Kevin Keegan! The sequel to *Grand Theft Auto* unveiled. The 100 easiest cheats ever! The Ultimate Vibrators -- get ready to rumble with our models (you'll be dual shocked!). The ultimate bachelor (joy)pad. Every new PlayStation game reviewed and rated... And vote for your favourite PlayStation game of all time!

The May issue

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TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low lifes – here, in its entirety, is the Australian PSM Top 40 sponsored by GFK

Crash takes up two of the top three spots this month, with the Platinum marsupial hot on the heels of the newest version. Shane must surely put a new spin on the charts next month, though.

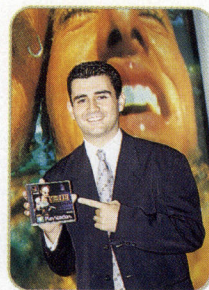


Spyro and Lara slip, but Crash stays top. Platinum games are storming the charts.

Pos	LM	Name	Developer	Distributor
1	1	Crash Bandicoot 3	Naughty Dog	Sony
2	2	Shane Warne Cricket 99	Codemasters	Ozisoft
3	3	Crash Bandicoot Platinum	Naughty Dog	Sony
4	6	Abe's Oddysey Platinum	Oddworld Inhabitants	GT
5	7	Gran Turismo	Sony Japan	Sony
6	4	Spyro The Dragon	Insomniac	Sony
7	5	Tomb Raider III	Eidos	Ozisoft
8	8	Hercules Platinum	Disney	Sony
9	11	Mickey's Wild Adventure Platinum	Disney	Sony
10	10	TOCA Touring Car II	Codemasters	Ozisoft
11	12	Tekken III	Namco	Sony
12	16	Time Crisis Platinum	Namco	Sony
13	13	Croc	Fox	EA
14	9	Abe's Exodus	Oddworld Inhabitants	GT
15	14	Colin McRae Rally	Codemasters	Ozisoft
16	23	Tekken II Platinum	Namco	Sony
17	18	V Rally Platinum	Infogrames	Sony
18	17	Cool Boarders III	Sony	Sony
19	20	Die Hard Trilogy	Fox	EA
20	19	Need For Speed III	EA	EA
21	15	TOCA Touring Platinum	Codemasters	Ozisoft
22	35	Knockout Kings 99	EA	EA
23	21	Tomb Raider Platinum	Core/Eidos	Ozisoft
24	24	FIFA 99	EA	EA
25	27	Medieval	Sony Europe	Sony
26	32	Grand Theft Auto	DMA	GT
27	22	Formula One 98	Psygnosis	Sony
28	30	Tenchu: Stealth Assassin	Sony Japan	Activision
29	29	Point Blank	Namco	Sony
30	33	Moto Racer II	Delphine	EA
31	31	Duke Nukem: Time To Kill	3D Realms	GT
32	28	Small Soldiers	Dreamworks	EA
33	36	Lemmings	Psygnosis	Sony
34	--	Mortal Kombat Trilogy	Midway	GT
35	34	Platinum Resident Evil	Capcom	Sony
36	40	Bust-A-Groove	Enix	Sony
37	26	Spiceworld	Sony Europe	Sony
38	25	GEX 3D	Fox	EA
39	37	Mortal Kombat IV	Midway	GT
40	--	Destruction Derby 2 Platinum	Reflections	Sony

TALKING SHOP

But enough of our yakking, you want to know what PSX fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of some unsuspecting lads (and gals) in Pitt St Mall, Sydney.



9

Name: Guy
Occupation: Accountant
Bought: Tomb Raider III

And why...

"I played it at a friend's house and was totally blown away. I was hooked just after watching it, so playing it right through will be an absolute blast."



6

Name: Rosa
Occupation: Dental nurse
Bought: Psybadek

And why...

"I wanted to get something for my boyfriend's birthday... but something I could play as well. This looked fun and the characters are great."

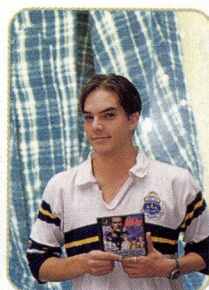


9

Name: Dymphna
Occupation: Personnel officer
Bought: Bust-A-Groove

And why...

"We're having a party at the weekend and I thought it would be fun to stick it on the PlayStation in the corner while people have a break from bopping."



10

Name: Harley
Occupation: Student
Bought: Tekken 2 (Plat)

And why...

"It's the best fighting game you can get and it's really cheap. Only forty dollars. Sorry! Not a great reason I suppose, but there you go."

Official Australian PlayStation magazine

RECOMMENDED

Rollcage



Fast, furious and frustrating racing with a thumping soundtrack (Fatboy Slim included), this is *Wipeout* on wheels. Totally addictive as a two-player. With a tense, spooky, futuristic feel, *Rollcage* is a mad and bad racer. Get it now! 9

MetalGearSolid



Simply the best game ever made, this espionage adventure has fantastic graphics, bags of originality and gameplay to die for. Exciting, tense and addictive, this is a huge gaming experience and one you really should not miss out on. 10

RidgeRacer 4



Namco's classic arcade racer comes of age on the PlayStation, bringing new class and sophistication to driving games. One of the fastest-paced thrills on the PSX plus it has the visuals to match. Move over *Gran Turismo*. For now... 9

Crash 3



Crash's finest hour. Without question, the best platformer on the PlayStation. Tweaked and updated in all the right areas. Gorgeous to look at, beautifully rewarding, this is sheer brilliance and perfect for all ages. 9

COMING SOON

Ah, Mr bond, we've been expecting you... Since February, in fact. At the time of going to press this is our best guess as to when you can purchase the latest PlayStation releases. Bear in mind, however, that making videogames is a volatile process and they are likely to slip faster than a one-legged cat trying to bury its turds on a frozen pond. Phone the shop to check the game's in stock before you smash open your piggy bank.

most wanted

Here are the games that the 100 Official PlayStation readers we polled are getting most excited about for the future. What about you? Write to the normal address and tell us what you can't wait for as well!



1. Driver

Up three places as our playable demo and the game's release date nears

Release date: June
24% of vote

up 3



2. Silent Hill

Heading for most wanted's number one spot, the horrific adventure

Release date: June
19% of vote

up 1



3. Gran Turismo 2

Straight in at number three as first news is received on GT2

Release date: September
15% of vote

NE



4. Wipeout 3

And hot on its heels is the thumping futuristic racer

Release date: November
12% of vote

NE



5. AFL 99

Still on our most wanted list is the first Aussie rules game

Release date: June
10% of vote

no change



6. Final Fantasy VIII

And no change either for Square's upcoming RPG

Release date: November
8% of vote

no change



7. Quake 2

As the wait goes on the novelty may be wearing slightly

Release date: May
6% of vote

down 3



8. RC Stunt Copter

And the shiny happy helicopter game falls a little as well

Release date: June
3% of vote

down 1



9. Um Jammer Lammy

Interest builds as the sequel to PaRappa is announced

Release date: June
2% of vote

NE



10. ICC Cricket

But cricket slips as more delays come to the fore

Release date: October
1% of vote

down 1

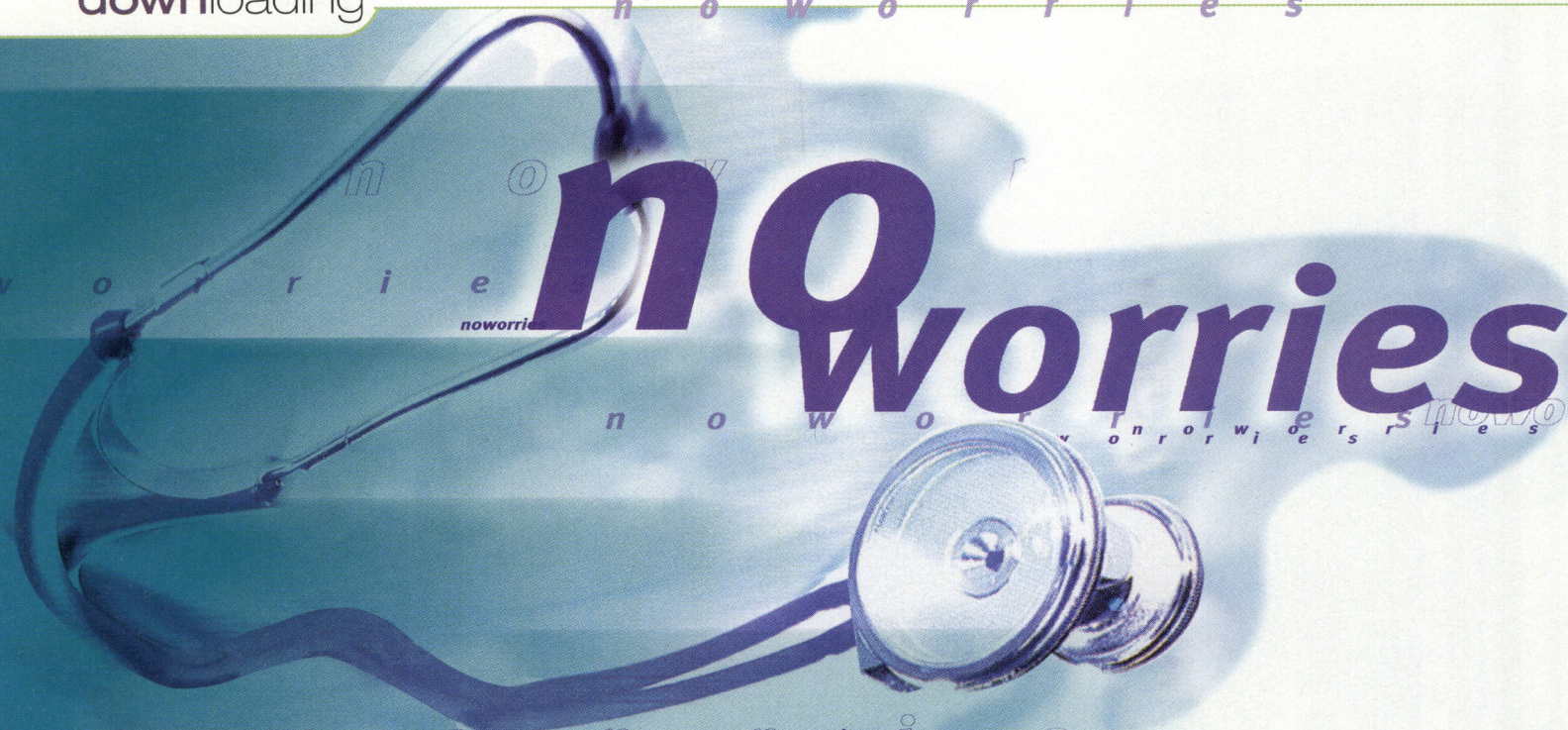
April 1999			G-Police 2			Psygnosis/Sony			Strategic shoot 'em up		
Atlantis	Cryo/Sony	Adventure	Kournikova Smash Court	Namco/Sony	Sports sim						
Bloodlines	Sony	Futuristic sports	Lander	Psygnosis/Sony	Puzzle adventure						
Bust-A-Move 4	Acclaim/Roadshow	Puzzler	Messiah	Interplay/Roadshow	Platform adventure						
Castrol Superbike	Funsoft/Metro Games	Motor bike racing	Omega Boost	Sony	Space shoot 'em up						
Cool Boarders 2	Uep Systems/Sony Platinum	Snowboard racing	Omikron	Eidos/Ozisoft	Adventure						
Crash Bandicoot 2	Naughty Dog/Sony Platinum	Platformer	Um Jammer Lammy	Sony	Interactive music						
Dragonflight Chronicles of PemGrolier/Gremlin		RPG	Point Blank 2	Namco/Sony	Shoot 'em up (gun)						
Dreams	Cryo/Sony	Adventure	Quake 2	Activision	First person shooter						
Egypt	Cryo/Sony	Adventure	Railroad Tycoon II	Take 2/Directsoft	God sim						
G-Police	Psygnosis/Sony Platinum	Strategy shoot 'em up	RC Stunt Copter	Interplay/Roadshow	Puzzle						
GeX: Deep Cover Gecko	Eidos/Ozisoft	Platformer	Saboteur	Eidos/Ozisoft	Adventure						
Global Domination	Psygnosis/Sony	Arcade strategy	Silent Hill	Konami/GT Interactive	Adventure						
Golf Pro	Empire/Metro Games	Golf sim	South Park 1	Acclaim/Roadshow	Shoot 'em up						
Grand Prix 500CC Motorbikes/Midas/Metro Games		Motor bike racing	V Rally 2	Infogrames/Ozisoft	Rally racing						
IS Baseball 3	Interplay/Roadshow	Baseball sim	AFL 99	EA	Australian rules sim						
Johnny Herbert's GP	Midas/Metro Games	Motor racing	Superman	Titus/GT Interactive	Adventure						
KKND	Beam/Roadshow	Strategy	July 1999								
Legacy of Kain 2	Eidos/Ozisoft	Action adventure	Einhander	Square/EA	Scrolling shoot 'em up						
Livewire	SCI/Ozisoft	Puzzler	Motorhead 2	Gremlin	Rally racing						
Need for Speed HS	EA	Sports car racing	Parasite Eve	Square/EA	Adventure						
Populous	EA	God sim	PGA Euro Tour Golf	Gremlin	Golf sim						
Prince Naseem Boxing	Codemasters/Ozisoft	Boxing sim	Rally Masters	Gremlin	Rally racing						
Pro 18 World Golf	Psygnosis/Sony	Golf sim	Re-volt	Acclaim/Roadshow	Adventure						
Ridge Racer Type 4	Namco/Sony	Sports car racing	Shadow Man	Acclaim/Roadshow	Adventure						
Rug Rats	THQ/GT Interactive	Kids arcade adventure	Silver	Infogrames/Ozisoft	Adventure						
Tunguska	Black Friar/Roadshow	Arcade	Space Invaders	Activision	Retro shoot 'em up						
Warzone 2100	Eidos/Ozisoft	Arcade strategy	Strike Force Harrier	Infogrames/Ozisoft	Flight sim						
May 1999			Syphon Filter	Sony	Adventure						
Attack of the Saucerman	Psygnosis/Sony	Kids adventure	Tomorrow Never Dies	Fox/EA	Adventure						
Beatmania	Konami/GT Interactive	Interactive music	Urban Chaos	Eidos/Ozisoft	Adventure						
Bloody Roar 2	Virgin/Ozisoft	Beat 'em up	X-Files	Fox/EA	Point & click adventure						
Carmageddon 2	SCI/Ozisoft	Smash 'em up	August 1999								
Eliminator	Psygnosis/Sony	Futuristic sport	Rainbow Six	Take 2/Directsoft	Action adventure						
Expendable	Rage/Sony	Scrolling Shoot 'em up	Wing Over 2	JVC/Ozisoft	Flight sim						
GTA London	Take 2/Directsoft	Car Adventure	September 1999								
Guardian's Crusade	Activision	RPG	Alien Resurrection	Fox/EA	Adventure						
Indiana Jones	Lucasarts/Metro Games	Adventure	Dungeon Keeper 2	EA	Strategy adventure						
Kensai	Konami/GT Interactive	Beat 'em up	Gran Turismo 2	Sony	Car racing						
Kingsley	Psygnosis/Sony	Action adventure	Xena Princess	Sony	Adventure						
Le Mans	Infogrames/Ozisoft	Car racing	40 Winks	GT Interactive	Puzzler						
Monaco Grand Prix	Ubisoft/Metro Games	Motor racing	October 1999								
Monster Seed	Sunsoft/Metro Games	RPG	Gekido	Gremlin	Adventure						
Mulan	Disney/Sony	Platform adventure	ICC World Cup	EA	Cricket sim						
NBA Pro 99	Konami/GT Interactive	Basketball sim	ISS Pro 99	Konami/GT Interactive	Soccer sim						
NHL Pro	Konami/GT Interactive	Ice hockey sim	Spacestation Silicon Valley	Take 2/Directsoft	Adventure						
No Fear Downhill Biking	Codemasters/Ozisoft	Mountain bike racing	Spec Ops	Take 2/Directsoft	Adventure						
Retro Force	Psygnosis/Sony	Retro shoot 'em up	Star Ixiom	Namco/Sony	Space shoot 'em up						
Rogga Hub	Grolier/Gremlin	Arcade	Tarzan	Sony	Adventure						
R-Type Delta	Irem/Sony	Shoot 'em up	X-Men	Activision	Beat 'em up						
Ruid Gullit 99	Rage/Sony	Soccer sim	November 1999								
Shanghai True Valor	Sunsoft/Activision	Puzzler	Die Hard Trilogy 2	Fox/EA	Driving/shooting/adventure						
Sportscar GT	Westwood/EA	Sports car racing	Final Fantasy VIII	Square/EA	RPG						
Street Sk8ter	EA	Skateboard racing	Jackie Chan	Extreme/Sony	Scrolling beat 'em up						
Swing	Software 2000/Gremlin	Puzzler	Rayman 2	Ubisoft/Metro Games	Platformer						
WCW Thunder	THQ/GT Interactive	Wrestling sim	Spyro 2	Sony	Platformer						
WWF Attitude	Acclaim/Roadshow	Wrestling sim	Tombl 2	Sony	Platform adventure						
Driver	Reflections/GT Interactive	Car racing adventure	Unreal	GT Interactive	Adventure						
Trap Runner	Konami/GT Interactive	RPG	Vandal Hearts 2	Konami/GT Interactive	RPG						
June 1999			Wipeout 3	Psygnosis/Sony	Futuristic racer						
ACM 1918	Black Friar/Roadshow	Adventure	December 1999								
Actua Ice Hockey	Gremlin	Ice hockey sim	Dragon Valor	Namco/Sony	RPG						
Bugs Bunny Lost in Time	Infogrames/Ozisoft	Platformer	Premier Manager 2000	Gremlin	Soccer management sim						
Croc 2	Fox/EA	Platformer	South Park 2	Acclaim/Roadshow	Adventure						
Diver's Dream	Konami/GT Interactive	Ethereal adventure	War of the Worlds	GT Interactive	Arcade strategy						



downloading

Take as much data as you can from our Downloading section, because over the rest of the magazine we supply you with a playing guide to *Metal Gear Solid*, the latest tips from the Sony Powerline, full instructions for our demo disc, details of the 100 best PlayStation games on the market and your latest views.

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- 94 *Metal Gear Solid* Guide
- 99 Subscribe to PSM
- 100 Greymatter — A-Z of Games
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Doc-Doc-Doctor, Doctor Games. Won't you help me Doctor Games? No worries. Here are all the latest tips and tricks to sooth your fevered gaming brow. Plus a comprehensive guide to *Metal Gear Solid*. Yes, you shall sleep easy tonight.

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony themselves.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game. The Powerline gets around 1,000 calls a day and hundreds of titles are supported. Just call ☎ 1902 262 662 and once connected press 0 to access the main menu. The menu options are:

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2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
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POWERLINE

call 1902 262 662

press 0 for the game menu

enter the five-digit code located on your disc for instant game help

press # for the power menu

access the software release information section

R-Types

1421

Level select:

With either the *R-Type* or *R-Type II* options highlighted quickly press L2 ten times then R2 ten times then begin a game and press **Start**. Now use the D-Pad to select your level or FMV bit.

All weapons:

Press **Start** to pause the game then hold L2 and press →, ↑, ←, →, ↓, ←, ↑, → then either ▲, ■, ✕, ● or R1 to select the different weapons.

Turbo mode:

Press **Start** to pause the game then hold R2 and press ←, ↑, →, ↑, ↓, ←, ↓, ←, ●.

Slow motion:

Press **Start** to pause, then hold R2 and press →, ↑, →, ↑, ↓, ←, ↓, ←, ✕.



F1 '98

Secret track: Enter Cheesy Poofs in the Edit Driver Name option. Once entered, you will gain access to the Stunt Track which will appear under the Select Track option.



Crash Bandicoot 3

Got Crash? Wanna play Spyro? Well then, try this cheeky little code for size... **1420**



Spyro The Dragon demo:
Press ↑, ↑, ↓, ↓, ←, →,
←, →, n at the title screen.

Bonus level: Hot and cold
On level 14 you'll spot an 'Alien Crossing' sign on the left-hand side of the road about halfway through. Crash into this and you'll be transported to this new level.

Bonus level: Eggipus Rex
On level 11 take the yellow gem route. After the first dinosaur chase allow the

second pterodactyl to capture Mr Bandicoot.

Get 105 per cent completion:
First, collect all of the relics (to gold standard at least) and gems (including those from the two bonus levels featured above). Back at the level hub walk up to Coco by the Save Game option and she'll have another clear gem. Take this from her and you'll be treated to a fine firework display plus the 105 per cent complete rating.

TOCA Touring Car Championship

JHAMMO: Access all tracks
CMGARAGE: Two extra cars
TANK: Drive tank (press horn to fire)
CMCOPTER: Chase 'copter view
CMSTARS: Night-time sky
CMCHUN: Go-kart mode
CMDISCO: Coloured fog
FLEXMOBILE: Pink cadillac car
CMMICRO: Micro Machines-style view
CMNOHITS: Collision detect off
CMMAYHEM: Mad drivers
CMHANDY: Big hands
CMLOCK: Lock up extra tracks
PATSCREEM: Play 'showdown' race
XBOOSTME: Double speed
CMLOGRAV: Low gravity
CMTOON: Cartoon graphics
CMRAINUP: Reverse rain
CMUPSIDE: Flip the screen



Grand Theft Auto



Give yourself the following names in GTA to gain the required effects.
BSTARD: Gives you a level select, all guns and infinite ammunition, five times score multiplier, armour and a get-out-of-jail card.
WEYHEY:
Gives \$9,999,990.

Madden NFL '99

For bonus stadiums enter these codes at the code screen...

EA Sports: EA_STADIUM
Tiburon: OURHOUSE
Cleveland: DOGPOUND99
Rfk: THE HOGS

For bonus teams enter the following codes carefully at the code screen...

NFC Pro Bowl: BESTNFC
AFC Pro Bowl: AFCBEST
All-Madden: BOOM

All-time stat leaders: IMTHEMAN
'60s Greats: PEACELOVE
'70s Greats: BELLBOTTOMS
'80s Greats: SPRBWLSHUFL
'90s Greats: HEREANDNOW
All-time Greats: TURKEYLEG
75th Anniversary Team: THROWBACK

NFL Equipment Team: GEARGUYS
1999 Cleveland Browns: WELCOMEBACK
EA Sports: INTHEGAME
Tiburon: HAMMERHEAD

Rival Schools



Easy Alternate Costumes:
Complete the game once then hold down L1 to select Tiffany, Hinata, Natsu or Kyoko.
Alternate Hinata Costume:
Complete Arcade mode with Hinata, Batsu and Kyosuke then enable short-cut mode and choose the alternate character from the bottom row of the selection screen.

Alternate Tiffany Costume:
Finish the game in Arcade mode with Tiffany, Roy and Boman. Enable short-cut mode and choose the alternate character from the bottom row of the selection screen.

Alternate Natsu Costume:
Finish the game in Arcade mode with Natsu, Shoma and Roberto. Enable short-cut mode and choose the alternate character from the bottom row of the character selection.

Alternate Kyoko Costume:
Finish the game in Arcade mode with Kyoko and Hideo. Enable short-cut mode and choose the alternate character from the bottom row of the selection screen.

Alternate evolution mode costumes:
Eight colours may be selected for each character by pressing the following: ■, ▲, ●, ✕, R1, R2, L1 and L2.



Metal Gear Solid

It's an amazing game, it's also an extremely tricky one. Use these tips and you won't go far wrong. First, beating up the bosses...

THE BOSSES

NO GAME WOULD BE COMPLETE WITHOUT A RANGE OF BOSSES, EACH WITH THEIR OWN UNIQUE SKILLS AND ABILITIES. HERE IS YOUR GUIDE TO BEATING EACH AND EVERY ONE!



BOSS ONE:
REVOLVER
OCELOT

DIFFICULTY: 6/10

For a first boss, Revolver Ocelot can prove tricky. You have to run after him, shooting whenever you get the chance. The secret to defeating him easily is to hold **■** to draw your gun and then hold **✕**. This enables you to run while firing, which is perfect for pursuit. After he's fired six bullets he has to reload, which gives you the chance to unload some lead. Socom bullets constantly pop up around the square, but don't attempt to get the ones near the middle, or if you do be careful. One wrong move, and the place'll blow!



BOSS TWO:
THE TANK

DIFFICULTY: 6/10

At first glance you think "How do I beat a tank?" Never fear. Probably the hardest part of this boss is getting up to it, as it fires shells at you. The best tactic is to stick close to the left cliff, as there is a mound of earth halfway up which stops the tank shooting you. Once you get up close, keep moving. If you stand still for a second, the tank will run you over. To beat it you have to land two grenades on top of it to take out the two gunners. There are reappearing grenades all around, so this boss shouldn't cause you too much hassle.



BOSS THREE:
NINJA

DIFFICULTY: 7/10

When the battle first starts you'll try to shoot him only for him to block all your bullets with his sword. How can you beat him? Put your weapon away and fight him one-on-one, hand-to-hand. This way you can start hurting him. After a while he will activate his stealth suit. Equip your thermal goggles and continue to punch and kick him, making sure you keep a careful eye on your energy bar. You can lob Chaff grenades at any time, but you're better off holding on to them for the next bit where he calmly walks around throwing punches that are incredibly powerful. Keep him Chaffed and you can drub him at your leisure. When he asks you to hurt him more, make sure you equip your rations and then blast him with your Fa-Mas. After a few shots he'll be defeated and skip away.

controller port, so to hit him you have to use the second controller port. This way he can't read your 'mind' and proves extremely easy to beat. Keep your thermal goggles equipped and when he starts using his telekinesis, lay on the floor. Every now and then he will revive Meryl, so keep those stun grenades on standby.



BOSS FIVE:
SNIPER
WOLF

DIFFICULTY: 6/10

When Meryl gets shot you have to find a Sniper Rifle. Go back to the Armoury, B2 in the Tank Hangar, and you'll find it in one of the rooms there. Now go back to where Meryl was shot, and engage in a sniper duel. Make sure you equip your Rations and then your PSG 1. You may take a few hits from Sniper Wolf before you get settled, but this is normal. Take some Diazepam to steady your hand and then keep focused. Once you've hit her once, it gets a lot easier. As soon as she shows herself, you can shoot her before she gets settled. Ignore the temptation to shoot the rats above while she is hiding, as she can move to the other side of the tower at a moment's notice.



BOSS FOUR:
PSYCHO
MANTIS

DIFFICULTY: 4/10

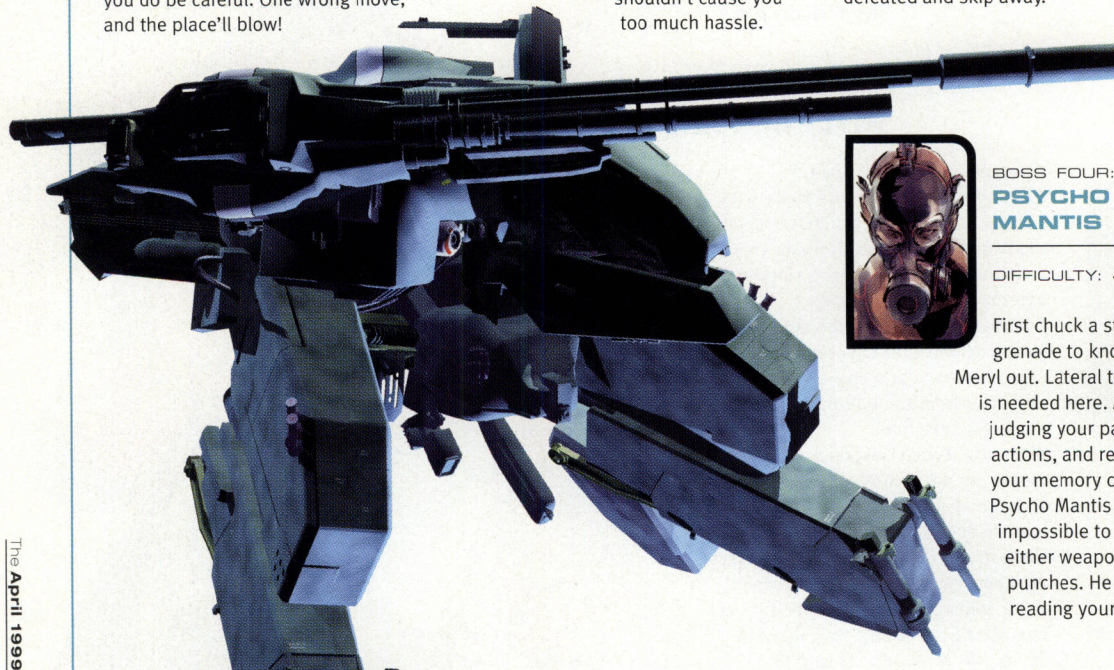
First chuck a stun grenade to knock Meryl out. Lateral thinking is needed here. After judging your past actions, and reading your memory card, Psycho Mantis proves impossible to hit with either weapons or punches. He keeps reading your



BOSS SIX:
THE HIND D

DIFFICULTY: 7/10

First make sure you have the Stinger SAM launcher. Now equip your Body Armour, or rations if you don't have the armour yet, and sit behind the structure in the middle of the level. Equip the Stinger and lock on to the Hind. Wait until you can clearly see it, then fire. Move around the central structure each time though,



as it will fire a rapid machine gun at where you were when you hit it. After a few hits it'll fire a missile. Get as high up the screen as you can to avoid the explosion. Repeat this until he's down.



BOSS SEVEN:
SNIPER WOLF II

DIFFICULTY: 3/10

Once out on to the Snowfield, you have another duel with Sniper Wolf. This time you'll find it's much easier. You can either stick to the sniping methods as you used in the first fight, using your Diazepam to keep your aim steady, and shoot her into submission, or you can use the easier and safer method. This involves getting in the bottom right-hand corner, so you are safe, then taking out your Nikita launcher and firing remote-controlled missiles. Fire one, guide it around the bumps and ridges of snow, and into the back of Sniper Wolf! Do this a few times and she'll be beaten.



BOSS EIGHT:
VULCAN RAVEN

DIFFICULTY: 4/10

This boss has an absolutely massive field of vision, but luckily for you there are lots of boxes around blocking it. There are two ways of beating Vulcan Raven. You can either move, hide, fire a Nikita missile and then guide it up his behind. (You have to take this route because if he sees the missile then he will shoot it.) If you find this too tricky, then simply get to a junction and equip your Stinger. Lock on to the boss and as soon as you see the barrel of his gun emerging from around a corner let rip. Next, quickly de-equip the Stinger and leg it away to safety. This is the quickest way of doing it and arguably the safest, provided you de-equip fast enough.



BOSS NINE:
METAL GEAR REX

DIFFICULTY: 9/10

By far the hardest boss in the game.

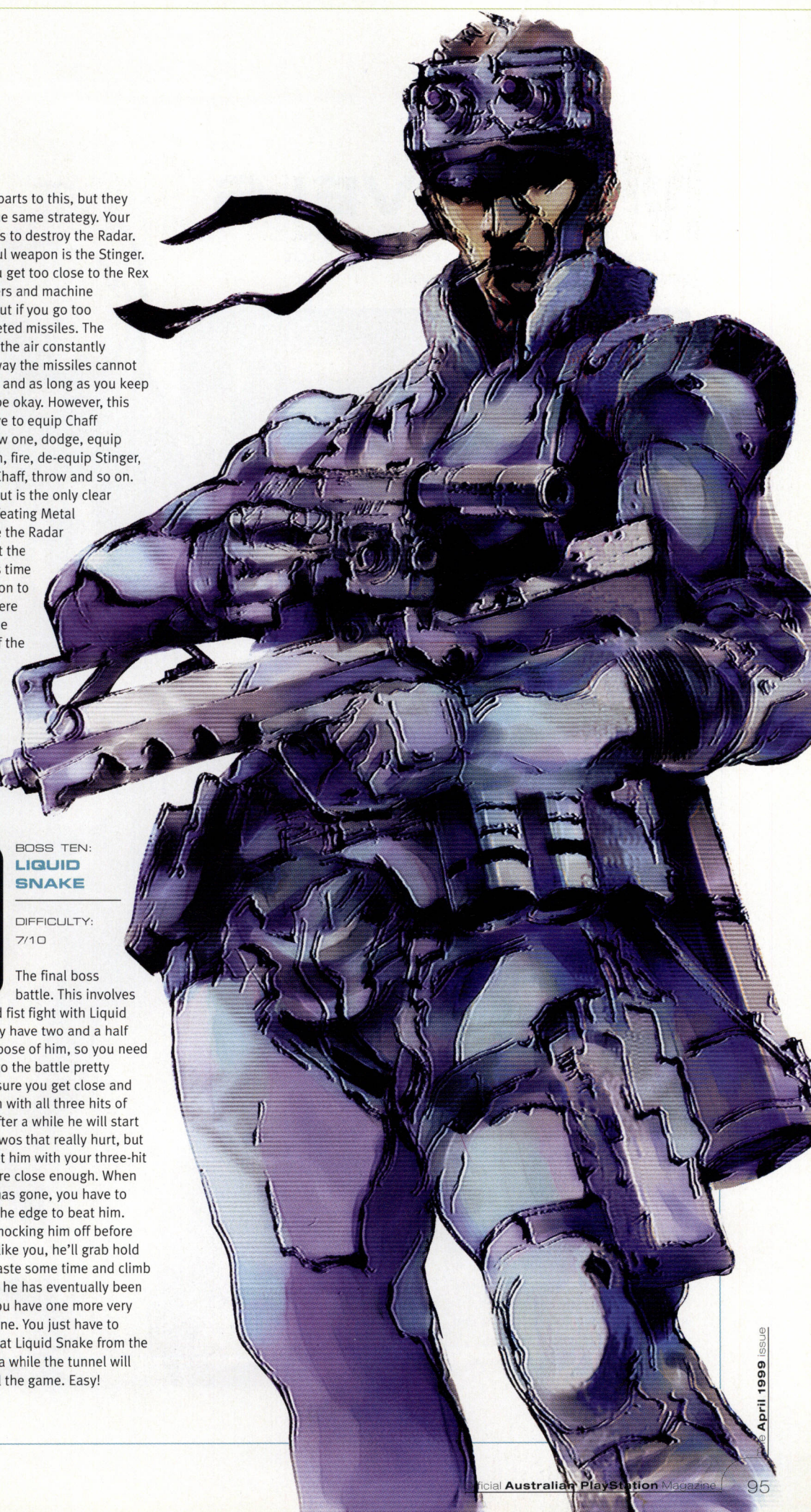
There are two parts to this, but they both require the same strategy. Your first objective is to destroy the Radar. The most useful weapon is the Stinger. However, if you get too close to the Rex it'll use its lasers and machine guns on you, but if you go too far it fires targeted missiles. The way is to keep the air constantly Chaffed. This way the missiles cannot lock on to you, and as long as you keep moving you'll be okay. However, this means you have to equip Chaff grenades, throw one, dodge, equip Stinger, lock on, fire, de-equip Stinger, dodge, Equip Chaff, throw and so on. This is fiddly, but is the only clear method for defeating Metal Gear Rex. Once the Radar is down, repeat the procedure, this time you're locking on to the cockpit. There is a ration in the bottom-right of the hangar and reappearing boxes of Chaff grenades and Stinger missiles.



BOSS TEN:
LIQUID SNAKE

DIFFICULTY: 7/10

The final boss battle. This involves a hand-to-hand fist fight with Liquid Snake. You only have two and a half minutes to dispose of him, so you need to get stuck into the battle pretty quickly. Make sure you get close and you can hit him with all three hits of your combo. After a while he will start throwing one-tuos that really hurt, but you can still get him with your three-hit combo if you are close enough. When all his energy has gone, you have to knock him off the edge to beat him. Don't bother knocking him off before this, because, like you, he'll grab hold of the edge, waste some time and climb back up. When he has eventually been knocked off, you have one more very easy chase scene. You just have to keep shooting at Liquid Snake from the Jeep and after a while the tunnel will end and so will the game. Easy!



THE LEVELS

HERE IN DETAIL ARE WALK-THROUGHS FOR THE TRICKIEST PARTS OF THE GAME. THIS LITTLE LOT SHOULD SEE YOU THROUGH SAFELY.



SECTION 5 - B2:
THE ARMOURY

This floor is one big room, with six smaller ones; three high and three low. Think of them as numbers, 1-6, with the top left room being one and the bottom right being six.

When the lift stops head for room four. Grab the grenades, then go to room two and pick up the C4. Have a look at the walls by the lift. Don't they look a bit crumbly? Use a C4 on them to blow them away, and grab the goodies. Do the same to the wall at the bottom left of the room. Go down this passage, and blow up the next wall. In there you'll find two walls you can destroy. Take out the upper wall, and go up here. This is where you face the first boss.



PART 10:
NUKE BUILDING B2 AND LAB

Leave the lift, go through the door in front of you and into the gas-filled room. Stop immediately as there's an electrified floor. The only way to get past is to fire a missile from your Nikita and guide it down the passage, left, into the next room, up and into the end room to hit the floor control panel. Nip in the first door you come across and take the gas mask.



PART 11:
NUKE BUILDING B1 PT. 2

Exit the lift and go into the big office. Work out which one is Meryl. You can use your scope

to look at each guard's bottom and see if it has a wiggle to it. Alternatively, shoot each guard and see who makes the highest noise. If you can't wait, Meryl is on the left. Let her see you. Follow her into the restroom for the PAL key and Level 5 keycard.



PART 13:
UNDER-GROUND PATH

Meryl will get shot by Sniper Wolf. After all the chuntering has finished, go

back to the Tank Hangar and go down to B2. Enter room 1, pick up the PSG1, taking care to avoid the infra-red beams, then retrace your steps to where Meryl got shot. En route, enter the Office room in B1 on the second house, Nuke Building 1 and pick up the Cardboard box B.



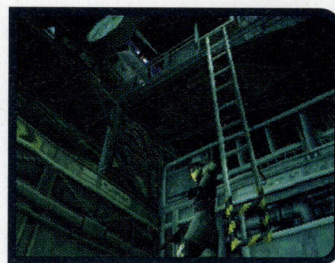
PART 14:
TORTURE AND PRISON

Now you get tortured. To survive, all you have to do is to hit e as fast as you can. You have to withstand four bouts

of torture. If you think you are about to die you must press Select before you do, as there is no continuing at this point. Be warned though, that this scene decides the ending you will receive, depending on whether you endure or surrender. Despite the fact that he tells you he will know if you use an autofire pad, he can't tell, so feel free to use one.

When the guard falls asleep, hide under the bed and when he comes in leg it out, then kill him. If you can't do this, the Ninja will smash the door the third time you are in there. Once you are out follow the corridor back into the torture room, making sure you pick up the big red box which contains all of your possessions.

outside and up the stairs (upper left). Walk forwards to the satellite and watch the amazing cutscene. After the satellite has been destroyed, equip the rope and walk up to the edge. This will start the Rappelling sequence. The Colonel will contact you and give you instructions on how to Rappel. Watch for steam and bullets here. When you've hit the ground the chopper will stop following you. Here you can blow the door open, but you shouldn't enter yet. You should equip your PSG1 and take out the guys who are waiting for you on the other side of the bridge you're on. Run up the path when they've gone and enter the door. You can keep running when Liquid shows up in his Hind! Keep that in mind, or you'll get shot.



PART 19: UNDERGROUND BASE

Go up the passage out to the REX, then right, then go up the ladder. Now turn left, then up and climb the next ladder. Climb yet another ladder, and back down the other side. Follow the passage along, killing the



PART 15: COMMUNICATIONS TOWER A

Run down the corridor and enter the door. This will sound an alarm so grab the Rope and Stun Grenades and run like hell. Run up to the top of the stairs, throwing Stun Grenades to get rid of enemies. You can go slower if you like and lay Claymore mines behind you. This is a good way of keeping guards off your



PART 17: BLAST FURNACE

Take out the first guard with a few Socom shots and pick up any ammo. Then run to the right and follow the longer of the two bridges. When you reach the wall, walk up it pressing against it. Duck the crane that passes by. Once across, follow the bridge down the stairs. To the left there's some ammo and a ration. Go down the right bridge and enter through the opening in the south wall. (If you already have the body armour, ignore this part and enter the northern door in the Blast Furnace). Run, duck and crawl through the steam. Once outside pick up the body armour and ammo and make your way back.

Now enter the big door in the north wall (opposite of the opening you just came from), to leave the Blast Furnace.

back. However, if you are going to use this method make sure you keep your mines far apart, or when one blows up it will take the rest with it, wasting them and meaning that the rest of the guards will keep following you. Ignore the door you see half-way, you can't open it yet. Just keep running and throwing Stun Grenades. Once up, go

guard on the way and climb the next set of stairs. After the cut scene, return to the bottom of the REX room and wade in the water to try and find the PAL key. If you can't seem to find it, shoot all the rats as one of them will have picked it up. If you pick up a bomb, make sure you equip and use it straight away, or it'll kill you.

Once you have the PAL key again return to the top control room and enter. Make sure you have the PAL key equipped, walk up to the laptop on the far left and use it. There are two other laptops here that you need to use the key in, but for this you have to change its colour. You have to change it to blue first, then to red, not the other way around. To change it to blue, go back to the Warehouse, where you fought Vulcan Raven and run around about a bit until it changes. On the way back to the computer, try punching the crows on the cargo elevator. (You'll get word from the Colonel that they're not paying you to be a scarecrow.) Anyway, when you get back to the control room use the newly changed PAL key on the blue laptop. Part two done.

Now, you have to get the key hot by going to the Blast Furnace. Make your way there and again run around until it changes to red. Run back to the control room before the key changes back. Now use the Red PAL key on the red laptop. This will trigger a cutscene, an alarm and a lot of gas. Call Otacon at 141.12 and he'll open the door. Now leave the room, and run around to the right. Here you will meet Liquid Snake. After a chat about how you got all the good genes and he got all the bad ones, you'll

have to face the toughest boss: Metal Gear Rex!

BOXING CLEVER



USE THE BOXES TO HIDE IN,



AS A METHOD OF TRANSPORT,



OR TO ATTRACT WILDLIFE.

There are three cardboard boxes in MGS. These may seem rather useless at first, but they have two important functions, as well as a rather bizarre one. The first use is that they are great to hide in. You can get up and walk around in one, like something out of a cartoon. The guards are stupid and will normally say "It's just a box" and walking away. This is useful in places like the Nuke building B1, where you can't use any weapons.

The second use is as a shortcut. Each box has got a delivery address on it and if you climb in the back of a lorry, equip the box, and wait, you'll be transported to that address.

The third use is when you are in the caves. After Meryl says "What's wrong? I thought you were good with dogs," take a swing at her, then quickly hide in a box. A wolf cub will come along and cock his leg against you, thus making you smell like a wolf, which will make things a lot easier when you come back through here later on. Genius!

Apocalypse

To activate these cheat codes, press Start to pause the game. Next, hold down the Left 1 collar button and press the gamepad buttons in the order shown:

To unlock levels:
▲, ↑, ×, ↓

To gain all weapons:
▲, ●, ↑, ↓, ×, ■

For invincibility:
↓, ↑, ←, →, ▲, ↑, ↓



Bust A Groove

1313

Dance preview: Finish the game in Easy Difficulty mode.

Play as Capoeira: Finish the game in Normal Difficulty mode.

Play as Robo-Z: Finish the game in Difficult Difficulty mode.

Play as Burger Dog: Finish the game in both Normal and Difficult modes then choose Hamm and finish the game once more in Normal difficulty mode.

Play as Columbo: Finish the game in both Normal and Difficult modes then choose Shorty and finish the game once more in Normal Difficulty mode.

Level skip: First play through the game

with any character. Now begin another game in single-player mode and press L2 and Select together during the song whenever you want to skip to the next.

Alternative characters: Hold Select and press 1 to make choose your character. **Close-up winning pose camera:** Press ● after winning.

Special moves: If the first move is carried out correctly, new moves for you to choose from will be flashed on-screen. Complete all the new moves available to you and higher points will be awarded. Quite a good cheat, we think you'll agree.



HEAT: ↑, ↓, ↑, ●
FRIDA: ↑, ↓, ↑, ●
STRIKE: ↑, ↑, ←, ●
HAMM: ↓, →, ↑, ●
KELLY: →, ←, →, ●
SHORTY: ↓, ↓, ↓, ●
HIRO: →, ↑, ↓, ●
PINKY: ↑, ←, ↑, ●
GAS-O: ←, ↓, →, ↑, ●
KITTY N: ↓, ↓, →, ●
CAPOEIRA: →, ↑, →, ×
ROBO-Z: ↑, ↓, ←, →, ●
COLUMBO: ↓, ↓, ↓, ●
BURGER DOG: ↓, →, ↑, ●

Duke Nukem: Time to Kill

Pause the game then...

Level select: Press ↓ nine times then exit the current game. Select the 'Time To Kill' option at the bottom of the menu then use ← and → to select a level and X to make your choice.

Invincibility:
L2, R1, L1, R2, Up, ↓, ↑, ↓, Start, Start

Temporary invincibility:
R1, L2, L1, L2, R1, L1, R1, L2, L1, L2

Invisibility:
L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

Unlimited ammo:
←, →, ←, →, Select, ←, →, ←, →, Select

All weapons:
L1, L2, Up, L1, L2, ↓, R1, →, R2, ←

All items:

L1, L1, L1, L1, L1, R1, R1, R1, R1, R1

All keys:
↑, →, ↑, ←, ↓, ↑, →, ←, ↓

Extra damage:

L2, R2, L2, R2, L2, R2, L2, R2, L2, R2



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grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.

Title	Style	Price	Icons	Score
A Bug's Life	3D platformer	\$69.95	①	Slow-paced colourful platformer that young kids will love 7
Actua Soccer 2	Soccer sim	\$49.95	②	Patience is eventually rewarded in this tough soccer sim 8
Akuji The Heartless	3D adventure	\$89.95	①	Doom meets Tomb Raider in this combat adventure 8
Alien Trilogy	First-person shoot 'em up	\$39.95	①	Doom clone with emphasis on intellect and agility 8
Alundra	RPG	\$79.95	①	Zelda for the PlayStation. Compulsively addictive 9
Apocalypse	Shoot 'em up adventure	\$89.95	①	Bruce Willis in gun-toting frenetic 3D scrolling adventure 8
Baby Universe	Kaleidoscope	\$69.95	①	Trippy music-induced patterns for chilling out to late at night 5
Bloody Roar	Beat 'em up	\$89.95	②	Visually-sumptuous, strategic fight fest 8
Broken Sword	Graphic adventure	\$89.95	①	A beautifully-crafted epic awash with atmosphere 9
Broken Sword 2: The Smoking Mirror	Graphic adventure	\$89.95	①	The most atmospheric graphic adventure game available 9
Bubble Bobble 2	Platform puzzle	\$89.95	②	Compelling gameplay, cute graphics and great longevity 7
Bushido Blade	Beat 'em up	\$89.95	②	Beat 'em up – not for the squeamish 8
Bust-A-Groove	Dance 'em up	\$69.95	②	If Saturday Night Fever were a game, then this would be that game 8
Bust-A-Move 2	Puzzle	\$39.95	②	Simple yet infuriatingly addictive puzzle game 9
Circuit Breakers	Dinky racer	\$79.95	②	Clever top-down racer for four players 9
Colin McRae Rally	Rally sim	\$89.95	②	A compulsory purchase for all racing fans 9
Colony Wars: Vengeance	Space combat	\$59.95	①	Challenging and compelling space combat 9
Command & Conquer	Strategic warfare	\$39.99	①	Military strategy on a very small scale 9
Constructor	Management sim	\$89.95	①	A management sim with loads of depth 8
Cool Boarders 3	Snowboard racer	\$69.95	②	Excellent downhill snowboard racing and trickery 8
Crash Bandicoot	Platformer	\$39.95	①	The best value-for-money platformer available 9
Crash Bandicoot 3	Platformer	\$69.95	①	The best platformer on the PlayStation. As simple as that 9
Dead or Alive	Beat 'em up	\$69.95	②	Another interesting slant on the fighting game 8
Deathtrap Dungeon	3D adventure	\$89.95	①	A solid, well-designed 3D adventure 8
Destruction Derby 2	Racing game	\$39.95	①	Great value, crash and smash racing 9
Devil Dice	Puzzle	\$59.95	⑤	Eccentric puzzler which intrigues and frustrates 8



dolby surround



link cable



mouse



steering wheel



gun



multi tap



memory card



neGcon

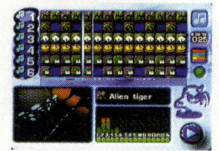


analog



6 players

Title	Style	Price	Icons	Score
Die Hard Trilogy	Arcade adventure	\$39.95	①	Three good games for the price of one 8
Doom	First-person shoot 'em up	\$39.95	①	The classic spooky first-person blaster 9
Duke Nukem Time to Kill	First-person shoot 'em up	\$79.95	②	Humorous but violent 3D blaster 9
Everybody's Golf	Arcade golf	\$69.95	④	Arguably the best sports game you can buy 9
FIFA 99	Soccer sim	\$79.95	⑧	Stunning visuals and lots of fun to play 8
Final Fantasy VII	RPG	\$79.95	①	The best role-playing game ever made 10
Fluid	Interactive music	\$69.95	①	Relaxing aural and visual post-club fare 7
Formula 1 '97	Motor racing sim	\$69.95	②	This is Grand Prix at its best 9
G-Police	Flight sim shooter	\$39.95	①	Great dogfighting and flying gameplay 9
Gran Turismo	Sports car racing	\$89.95	②	The best racing game ever made. Yet 10
Grand Theft Auto	Car criminal sim	\$39.95	①	Controversial and addictive car-theft sim 8
International Track & Field	Athletics sim	\$39.95	④	Finger-bashing multiplayer sports frenzy 7
ISS Pro '98	Soccer sim	\$79.95	②	The best soccer sim on the planet 9
Jersey Devil	Platformer	\$89.95	①	Huge, colourful and more-ish platform fun
Jonah Lomu Rugby	Rugby sim	\$89.95	②	The best (and only) rugby sim out there 8
KKND: Krossfire	Strategic warfare	\$89.95	②	Fantastic Australian-made warfare strategy game 9
Knockout Kings	Boxing sim	\$79.95	②	The top boxing sim at the moment 8
Kurushi	Puzzle	\$69.95	②	An enthralling mental workout for PlayStation owners 8
Libero Grande	First-person soccer sim	\$69.95	②	An interesting slant on the soccer sim 7
Madden NFL 99	American football sim	\$89.95	⑧	American Football game that appeals to all 8
Medievil	Arcade adventure	\$69.95	①	Fun and very playable adventure romp 8
MDK	Third-person blaster	\$89.95	①	An intelligent, fun and ground-breaking blaster 8
Mechwarrior 2	3D combat strategy	\$89.95	②	Gripping blasting between lumbering robots 9
Metal Gear Solid	Sneak 'em up adventure	\$89.95	①	Simply the best game ever made 10
Micro Machines V3	Dinky racer	\$49.95	④	Cute and addictive mini racing action 9
Mortal Kombat 3	Beat 'em up	\$89.95	②	A fun old-style gory beat 'em up 8
Motorhead	Racing game	\$49.95	②	Underrated futuristic arcade racing game 8
Music	Music creation	\$79.95	①	Proving that music sounds better with you 9
NBA Live 99	Basketball sim	\$89.95	⑧	The best basketball game on the PlayStation 9
Need for Speed 3	Racing game	\$49.95	②	Race the cops on open roads in high performance sports cars 8
NHL 99	Ice hockey sim	\$79.95	⑧	The best ice hockey game on the market 8
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	②	More engaging and quirky platform adventuring 8



dolby surround



link cable



mouse



steering wheel



gun



multi tap



memory card












neGcon



analog

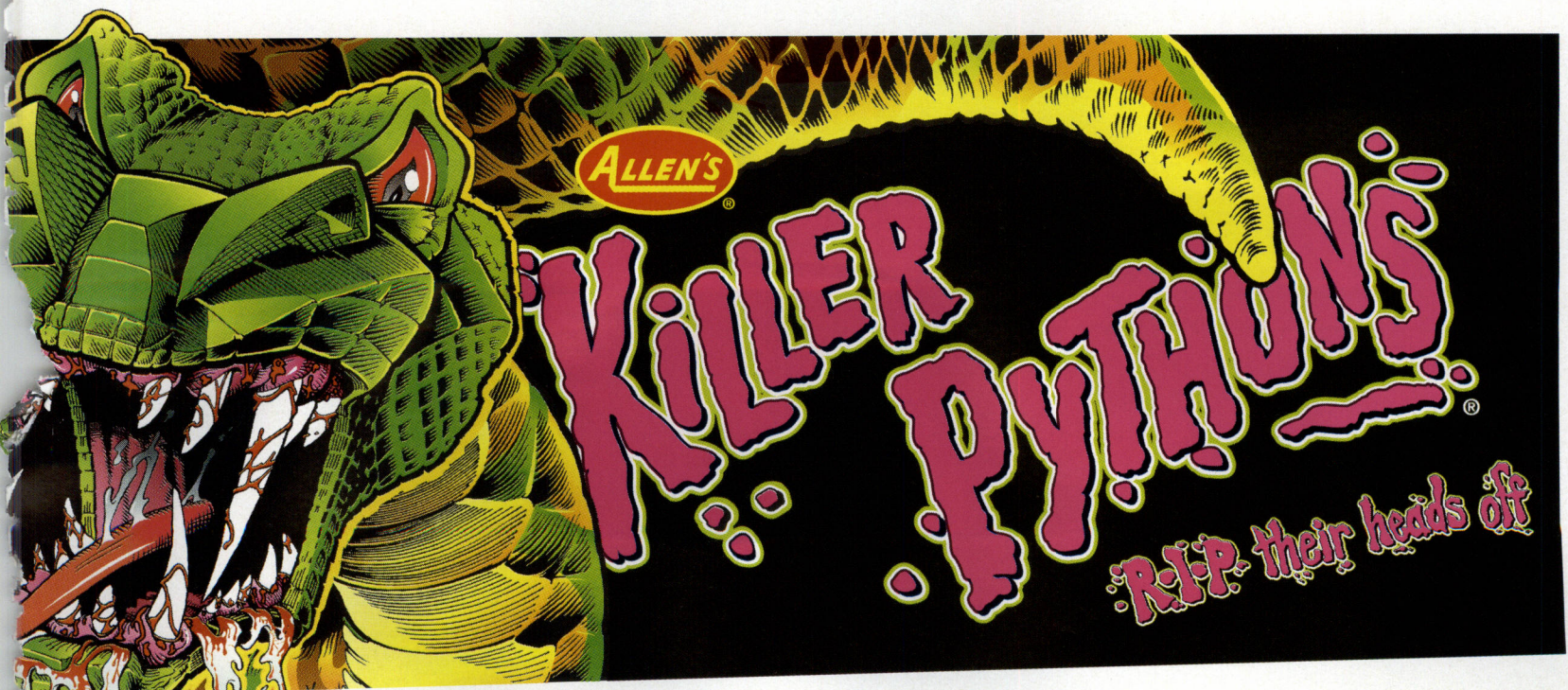


6 players

	Title	Style	Price	Icons	Score
	Oddworld: Abe's Odyssey	Platform adventure	\$49.95		① Full of bright ideas and originality 9
	Overboard!	Puzzle blaster	\$89.95		② A mad mixture of sailing, shooting and solving 8
	Pandemonium	Platformer	\$39.95		① Gorgeous cutie of a platform romp 8
	PaRappa The Rapper	Rap 'em up	\$59.95		① Great fun for adults and ankle-biters alike 9
	Pocket Fighter	Dinky beat 'em up	\$89.95		② A worthy 2D fighting game. Honest! 8
	Point Blank	Puzzle blaster	\$59.95	 	② Highly addictive puzzle game with a gun 8
	Rage Racer	Sports car racer	\$39.95	 	① Fabulous arcade racer with slick visuals 9
	Raiden	Blaster	\$89.95		② Seminal arcade blast from the past 7
	Resident Evil	Scarey adventure	\$49.95		① Chilling and gorey action with fiendish puzzles 9
	Resident Evil 2	Scarey adventure	\$89.95	 	① More horrific zombie-filled 3D adventuring 9
	Return Fire	Strategic warfare	\$89.95		② Brilliant two-player head-to-head blast 8
	Ridge Racer	Sports car racer	\$39.95	 	① The original PlayStation racer. It still rocks 9
	Rival Schools	Beat 'em up	\$89.95	 	⑧ Perfectly balanced fighter. Great two-player mode 8
	Rollcage	Futuristic racer	\$89.95		② Fast and furious, it's <i>Wipeout</i> on wheels 9
	R-Types	Shoot 'em up	\$89.95	 	② Retro blasting to make you weep with happiness 8
	Shane Warne Cricket	Cricket sim	\$89.95		④ Joy as cricket comes to the PlayStation 8
	Soul Blade	Beat 'em up	\$39.95		② Hack and slash 'em up fighting 8
	Spyro the Dragon	Platformer	\$59.95	 	① Cutesy 3D platformer with much charm 8
	Street Fighter EX Plus Alpha	Beat 'em up	\$89.95		② The best of the <i>Street Fighter</i> bunch 8
	Super Puzzle Fighter 2	Puzzle	\$89.95		② Hilariously mad Japanese puzzle antics 7



Title	Style	Price	Icons	Score
Syndicate Wars	Strategy action	\$49.95	① ② ④	Superbly atmospheric, dark and challenging action game 8
Tekken 2	Beat 'em up	\$39.95	②	Probably the best fighting game ever made... 10
Tekken 3	Beat 'em up	\$69.95	②	...unless you count this one as well 9
Tempest X	Retro shoot 'em up	\$89.95	①	Hypnotic and frenetic retro blasting fun 8
Theme Park	Management sim	\$49.95	④	Manage your business just for fun 8
Time Crisis	Light-gun adventure	\$39.95	①	The grooviest, bloodiest lightgun adventure 8
TOCA: Touring Car Championship	Motor racer	\$39.95	②	Amazingly realistic and detailed racing car sim 9
Tomb Raider	3D adventure	\$39.95	①	The original 3D adventure with Ms croft 9
Tomb Raider 3	3D adventure	\$89.95	①	The perfect balance of action and exploration 9
Twisted Metal 2	Crash 'em up	\$39.95	②	Smash cars up across Europe for fun 9
V-Rally	Rally racer	\$49.95	②	Tricky and varied rally racing game 9
Vandal-Hearts	RPG	\$89.95	①	Role-players only need apply 9
Victory Boxing 2	Boxing sim	\$79.95	②	Arcade boxing fun which builds on the original 8
Vigilante 8	Driving combat	\$89.95	②	Funky car chases and blasting action 8
Virtual Pool	Pool sim	\$89.95	②	Forget the boozier, play at home 7
Warcraft 2	Combat sim	\$89.95	①	A cute and addictive strategy warfare game 9
Wild Arms	RPG	\$59.95	①	Slick and polished RPG for true fans 9
Wipeout 2097	Futuristic racer	\$39.95	①	Fantastic-sounding and cool-looking futuristic racer 9
Worms	Turn-based shoot 'em up	\$39.95	②	No fun alone, but a hilarious party game racer 9
X-Games Pro Boarder	Snowboard racer	\$89.95	①	Easy and fun snowboarder lacks a little depth 7





Who you
callin'
a pussy?



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on the cd



Developer: Konami

Style: 3D stealth adventure

Demo type: Playable

Metal Gear Solid

Tactical Espionage Action. That's *Metal Gear's* subtitle and it does exactly what it says on the box. You are top secret agent Snake sent to infiltrate an enemy base. Full-frontal assault would be suicidal so instead make 'stealth' your watchword as you creep about throttling lone sentries, dodging security cameras and disarming all manner of traps. Hailed on its Japanese release as one of the finest

PSX games ever, the finished Australian version certainly doesn't disappoint even if, for Western gamers, it lacks a little in the lifespan department. This is a game that blends action, exploration and puzzling with even more power and guile than *Tomb Raider 3*. No, really. This playable demo lets you explore the dock, the compound and even penetrate the base's defences. Avoid the Darpa chief in the cell block if you don't want the demo to end early. Oh, and be careful out there...

Controls

D-Pad – Move

▲ – First-person view

✕ – Crouch/crawl

■ – Throw

● – Attack

L2 – Inventory

Select – Access Codec phone



Step 1: Pop up the lid and place PSM's biggest-ever disc into your lucky PlayStation.



Step 2: Then it really is as simple as pressing Play on your machine. Go on, risk it.



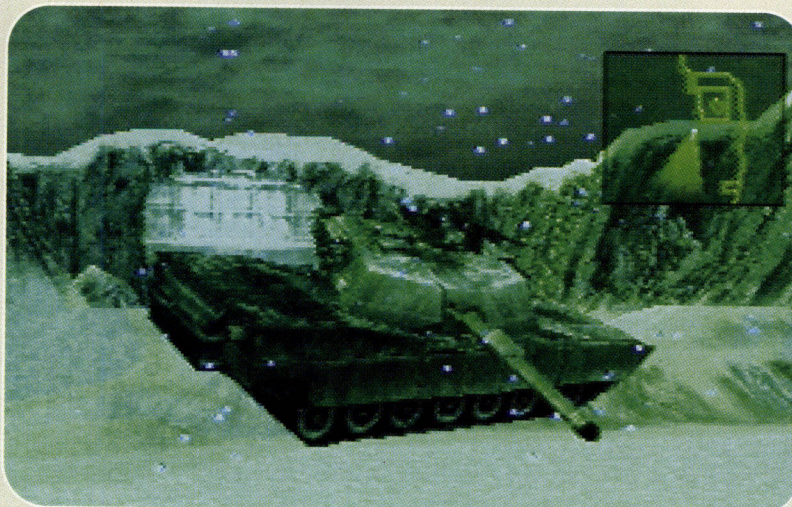
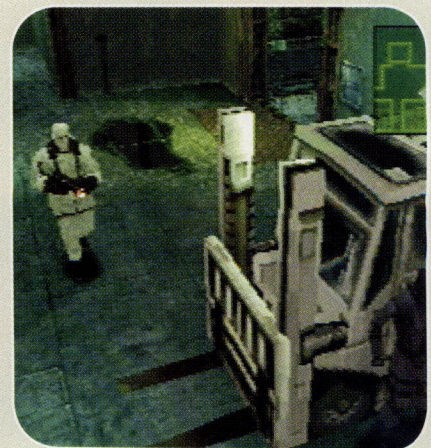
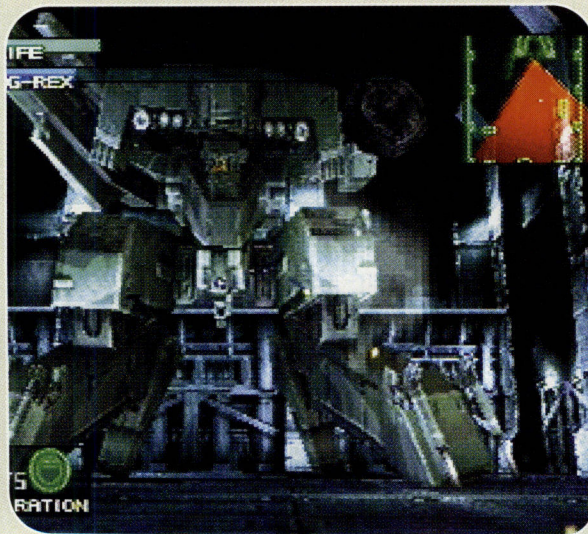
Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a blue background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, pop your disc in an envelope to this address and we'll send you a replacement.





Developer: Shift

Style: 3D Puzzler

Demo type: Playable

Devil Dice

We always knew that puzzle games were the work of the devil but this madness from Sony just proves our point. *Devil Dice* takes the idea of lining up blocks to make them disappear one step beyond the sane with six-sided dice manipulated by a chirpy looking imp. The basic idea is to line up the numbered faces to

match the number of dice arranged in a vertical or horizontal line. This gets complicated as rolling up an adjacent block with the same number uppermost results in a bigger detonation and single-dotted dice can only be removed with a nearby explosion. Let a die vanish beneath you and you'll be stuck on the surface.



Controls

D-Pad – Move dice
L1/R2 – Change view
(puzzle mode only)



Puzzler — full game

Mah Jongg

Match tiles by clicking on the uppermost of those at the edge of the playing area. The idea is to clear the board of tiles as quickly as possible. Press and hold Select on title screen for details of controls.

Puzzler — full game

Pushy 2

Use your blob to push boxes over the crosses, which then vanish, enabling you to move up to the next level. Addictive!

Controls

D-Pad – Move

3D spooky maze game

Haunted Maze

Think of *Pac-Man* with zombies instead of ghosts and you'll get the idea of what this game's about. Just run about using the D-Pad.

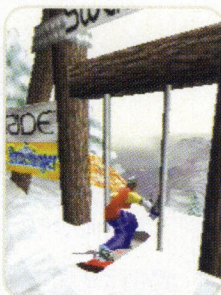
Developer: 989 Studios

Style: Snowboarding sim

Demo Type: Playable

Cool Boarders 3

When Sony passed the torch of its alpine racer on to new boys 989 Studios some people wondered whether it would actually be third time lucky for avid piste fans. How many sequels could really be turned out from just one idea? Happily, while this *Boarders* part *trois* does take a slightly different line from its predecessors it's still just as much fun. The Downhill option is made superbly treacherous (and thereby all the more enjoyable) by swathes of trees, rocks and cabins dotted across the wide courses along with jumps, rivers of ice and the odd snow plough or two. You might find the controls a little heavy going at first but given some time (and possibly an analog gamepad to make the controls feel smoother) you'll find that the rhythmic swishage begins to grow on you as you swoosh down the runs. The *PSM* demo gives you a taste of the gorgeously designed Downhill section with one full course. Get on the slopes and have fun, dude!

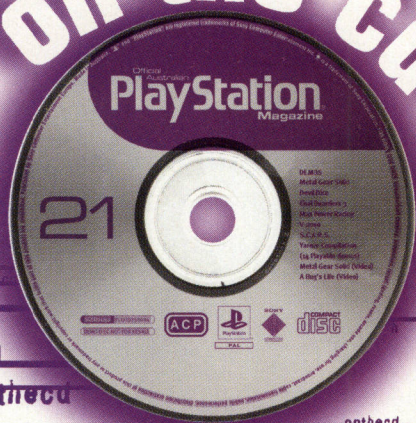


Controls

D-Pad – Move board
● – Jump
■ – Sharp turn
R1/L1 – Punch right/left
R2 – Switch position
L2 – Slow descent



on the cd



Developer: Eutechnyx

Style: Car racing game

Demo type: Playable

Max Power Racing

The follow-up to the under-rated *Total Drivin'*, *Max Power Racing* merges the arcade and simulation ends of the racing spectrum to deliver a fast and dangerous drive. The unique feature of *Max Power Racing* is that in the later stages some of the hazards are lethal – a plunge off a bridge will result in your immediate elimination from the race. In this demo such antics will only be punished with a time penalty. Here you get to race on a US track in the desert.



Controls

← → – Steer
 X – Accelerate
 ■ – Brake
 ● – Handbrake
 Select – Change view



Thrust clone — full game

Gravitation

An old classic is given the two-player treatment. And becomes yet another classic as a result.

Controls

D-Pad – Rotate
 X – Thrust ● – Fire

3D adventure — full game

Bouncer 2

A homage to *Arkanoïd*, you just have to keep those humans bouncing...

Controls

D-Pad – Move see-saw
 ▲ – Launch bouncer
 X – Swap Position

Doom clone — full game

Clone

Doom was bound to spawn a Yaroze effort eventually, and this is it. Run around a maze blasting semi-transparent zombies. Spooky stuff.

Controls

D-Pad – Move
 X – Fire ● – Map

Arcade blaster — full game

Blitter Boy

Walk into babies to make them follow you, then lead them, a la *Pied Piper*, to the teleporter exit.

Controls

D-Pad – Move
 X – Fire forward ● – Jump
 R1/R2 – Strafe ■ – Run



Developer: UbiSoft

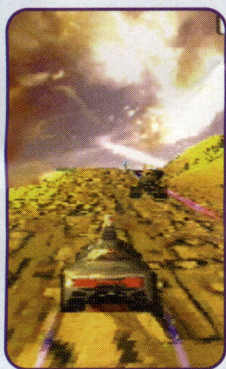
Style: Diddy racing

Demo type: Playable

S.C.A.R.S.

If you're keen to get an antidote to the po-faced realism of *Colin McRae Rally* and *Gran Turismo* then *S.C.A.R.S.* could be a breath of fresh exhaust fumes. In the complete version up to four players can race against each other on nine varied tracks ranging from an undersea obstacle course to a mad-cap dash

across the desert. A big part of the game's appeal comes in the differences between the cars whether you choose to play as the slow but sure Mammoth or the fast but unstable Rhino. There are the usual sensible power-ups to collect along the way, such as missiles, shields and turbos as well as the bordering on barmy stinger, stopper and magnet weapons.



Controls

← → – Steer
 ✕ – Accelerate
 ■ – Brake
 R1 – Fire weapon
 R2 – Swap weapon
 ▲ – Change view
 ● – Headlights



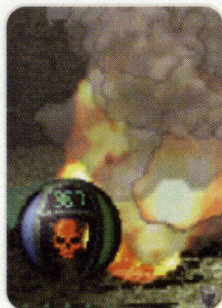
Developer: Grolier

Style: Strategic shoot 'em up

Demo Type: Playable

V-2000

Trainspotters will bang on for hours about the virtues of 3D *Defender*-homage *Virus* and now's your chance to see if the sequel, *V-2000*, is a classic. Featuring in its Full Flight mode one of the most original control systems ever, your job is to halt the advance of an alien



Controls

← → – Bal left/right
 ■ – Forward thrust
 ● – Backwards thrust
 ✕ – Fire
 ↑ ↓ – Raise/lower guns



Mini racer — full game

Hover Car Racing

A stripped down *Micro Machines*.

Controls

D-Pad – Move
 ✕ – Acceleration
 L2 – Activate weapon

Arcade/strategy — full game

Rock 'n' Gems

Collect diamonds and avoid being crushed by falling rocks. Just like the old fave *Boulderdash* it's all against the clock. Quite possibly the trickiest (and best) game shown here.

Controls

D-Pad – Move

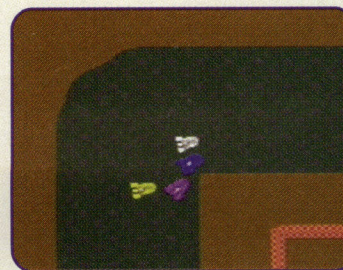
Pac-Man puzzler — full game

Coneman

Navigate a 3D maze dodging ghosts and eating pills.

Controls

D-Pad – Move ✕ – Raise camera
 ■ – Move camera over coneman L1 – Close view
 ● – Move camera behind coneman R1 – Far view



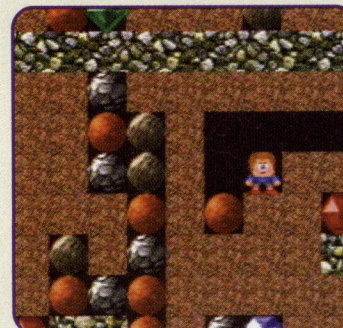
RPG — full game

Terra Incognita

Pick up boxes, throw boxes, jump in the air, wave your sword and explore your way around this arcane RPG. Not quite *Final Fantasy VIII*, but then what is?

Controls

D-Pad – Move
 ● – Interact



RALPH

22 pages
of street-cred gear

Street gangs from hell

Melbourne's sharpie cults

"Elvis, you're crap"

The idiot who would be King

Motor psychos

Extreme bikers

Pigskin preview

The future of AFL

Anouk

One slick chick

Ice Cube

At War with
the world

Ashley Judd,
Manic Street
Preachers,
robots, Sirro,
Rodger Davis,
useless inventions,
UFOs, sibling tortures,
Nauru, penguin junk,
Josh Abrahams

TV's Jodie Low and
Bronwyn Jones...

Show stoppers

April '99

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(incl. GST)

April issue

ON SALE NOW!

Check out the May issue of Ralph, on sale April 7

FAQ

The questions we're always being asked...

When is the PlayStation 2 coming out? How much will it cost?

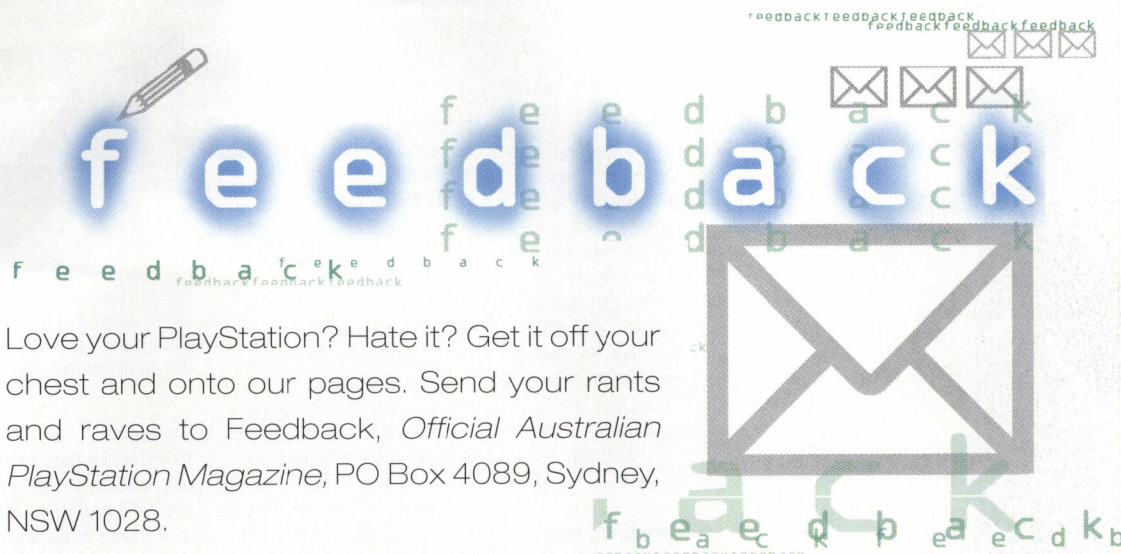
Sony says PSX 2 will be released in Japan early next year and in Spring in Australia. No pricing details have been announced. See news for more information.

Will my games run faster or look better running on PlayStation 2?

The existing PlayStation chip will be used in the new model, allowing for backward compatibility. Your old games will run in exactly the same way with no affects on graphical detail or performance. They could, however, load faster with the faster DVD-ROM drive.

Can I play Japanese games on my PlayStation?

No, Japanese games will not run on an Australian PlayStation. Japan and the US use the NTSC television standard, while Australia and most of Europe use PAL. There are a lot of Japanese games that don't get released here, but most are obscure puzzle games, train driving simulations and incomprehensible RPGs. Almost all big titles get converted. *Crash 3* is number one in Japan right now...



Love your PlayStation? Hate it? Get it off your chest and onto our pages. Send your rants and raves to Feedback, *Official Australian PlayStation Magazine*, PO Box 4089, Sydney, NSW 1028.



Final Fantasy IX?

Hi Guys. Your mag rocks. I really like the in-depth reviews and I never buy a new game without checking the mag first.

I've heard that *Final Fantasy VIII* is already out in Japan. Man, I can't wait until it gets out here. Hurry up Square! I remember when I first started playing *Final Fantasy VII* my Mum killed me 'cause I didn't stop playing it and didn't do any homework for a week. Do you think *Final Fantasy IX* will be released on the PlayStation 2? Better get back to my homework... geez Mum.

Kim Simons, Qld

Kim, we'll only give this letter a response if you post at least one piece of your homework with a mark greater than B+ to us.

Gran and grandson Turismo
I just wanted to write and say that *Gran Turismo* is the best game ever. I'm still playing it to death. I can't believe the fuss over racing games like *Colin McRae*

and *TOCA*. *GT* rules! Do you have any information on *Gran Turismo 2*? When will it come out? Will there be more cars and tracks?

GT Fan Forever, WA

See *Gran Turismo 2* news on page 12. You may have to update your name.

Unhappy endings

Hi. Cool mag and all that. I don't mean to grumble too much, 'cause I do love my PlayStation, but is it too much to ask game developers to provide better rewards for finishing games? I'm really getting pissed off spending half my life finishing games, only to get some crappy full-motion video or some cheesy "Well done" message. I mean, why do these guys spend years on making the game, then

spend five minutes on the end sequence? *Metal Gear Solid* might be game of the year, but driving off into the sunset, get real guys! How corny can you get? Maybe the developers think no-one is going to bother finishing it, but I try and finish everything I buy (without cheats).

Jason Alexander, NSW

We thought it was rather a sweet ending. Solid Snake also married a princess and lived happily ever after for your information.

What is GIRLS?

Dear PlayStation mag, I to make everyone in the PlayStation community aware of a phenomenon that is occurring in our own ranks. Ready for it? GIRLS.

Every time I walk into the gaming department in a

store to check out the latest, I feel like I'm intruding into a boys' club — and I'm not invited! Fish-eyed stares and weird looks make us girls feel like we have no gaming cred at all, when the truth is — we just kick! Fellow gamers, Sony, magazines and game makers please take note: we ain't all pimple-faced teenage boys! Peace.

babyj, SA

GIRLS? What is this GIRLS? Should that be G.I.R.L.S.? Is this a new game imported from Japan? I'm afraid you've totally lost us. For a moment I thought you were trying to make out that females played video-games. Whatever next?

Yes, of course we know ladies enjoy PlayStation, The PSM gang thinks you're overreacting slightly.

SHOUT

I'm an old-school gamer, and I'd just like to make a small request to game developers, BRING BACK SCORES! The old games' systems like the Atari and Commodore 64 would keep you glued to the screen, even with the crap graphics and sound, simply because you just had to try and beat your top score. "Just one more go," you'd think to yourself, madly trying to get a higher score. Games like *Tomb Raider* would be enhanced so much just by a simple score system. I'd love to be able to compare scores with friends to see who was the better Lara. (I reckon I look much better in tight leather shorts than my brother Aaron). How about it, guys, we want scores.

Jeremy Taylor, NSW

Good shout Jeremy, we'll put it to some developers and see what they're response is. Cheers.





ask nino

When is *World Cup Cricket* coming out? And I thought *AFL* was supposed to be out now too. I'm fed up waiting for Shane Warne to hit out.
 Marcus Wickham, NSW

World Cup Cricket is no more (see News). EA has re-titled it to *IOC Cricket* and will be releasing it late in the year. *AFL* has been delayed again and will hopefully be released in June.

What's the best steering wheel on the market?
 J. Deane, Qld

We like the Gamester Dual Force, which has dual shock effects, plenty of buttons and programmable steering sensitivity.

When is *Final Fantasy VIII* due out?
 Mike Gellar, WA

It's due out in November, Mike. Should I buy *Ridge Racer Type*

Pocket rocket

Hey there. What's with all these people bagging the PocketStation? Sure, it has only got a little screen and the graphics are crap, but it's small and cool. I reckon everyone with a PlayStation will buy one, whatever the graphics look like. So what if it hasn't got a colour screen, the Color Game Boy is for kids. Thanks for the cool magazine, it's the best.
 PocketFan, NSW

They're killing Kenny first!

Why is Nintendo getting the *South Park* game before us? Everyone knows there are heaps more PlayStations than crummy N64s. I want my cheezy poofs!
 E. Cartman, WA

Mate, we get every other game first, let's give the sad blokes a chance for once.

On the blag

Hi. My name is Jacob Harry and I'm 10 years old. I'm just wondering what you do with all the games when you've finished with them. I only have *Abe's Oddysee* and I'm sick of it. It's too hard, I keep dying at the same place. Do you have a game you could

send me? Please publish my letter so I can show my friends. Thanks.

Jacob Harry, SA

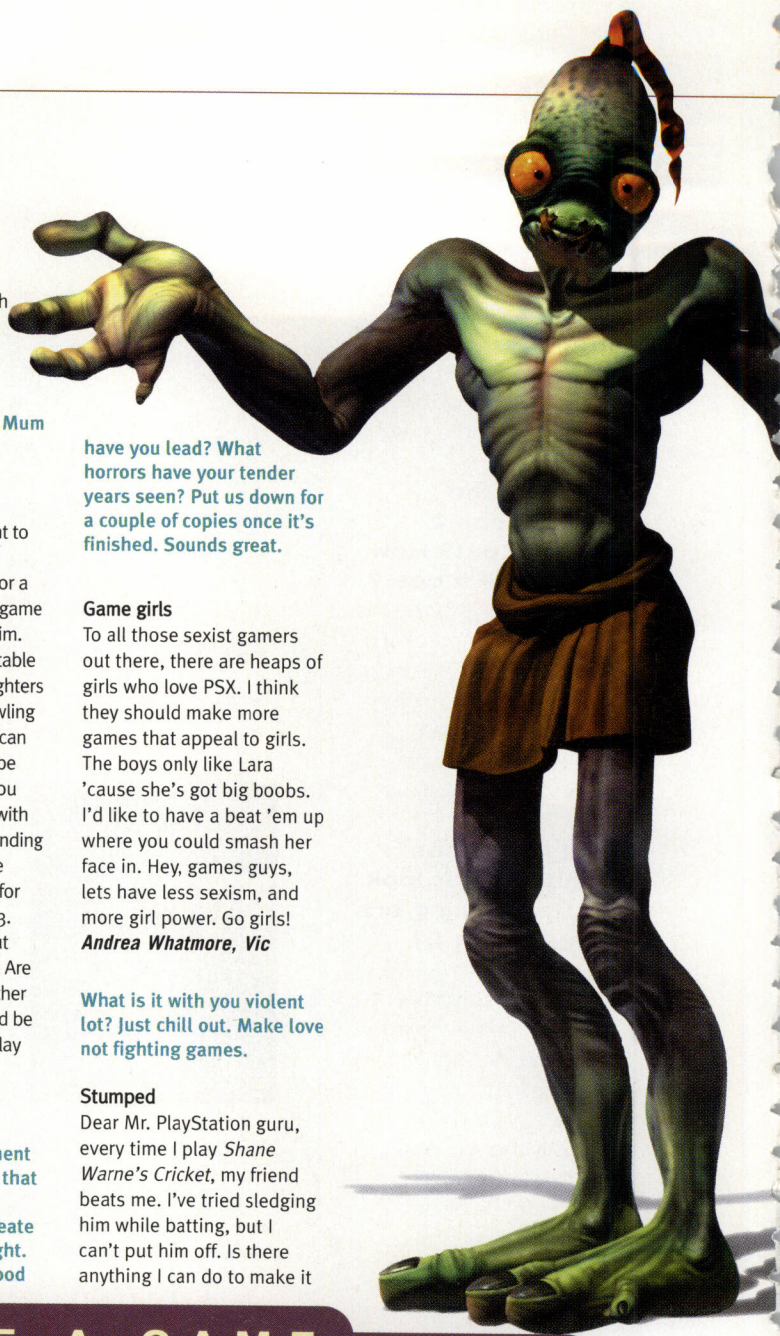
Err, no. Go badger your Mum for pocket money.

Society is to blame

When I finish school I want to be a games designer. I have a really good idea for a game. It will be a fighting game that's like a street brawl sim. There'll be heaps of selectable characters and loads of fighters on screen at once, all brawling with whatever items they can put their hands on. It will be multi-tap compatible so you can have massive scraps with your friends. Last man standing wins. Probably by the time I finish my game it will be for the PSX 2 or maybe even 3. You don't hear much about Aussie games developers. Are there any? I'd probably rather start my own company and be the boss. Well, I'm off to play *Tekken*. See ya.

Ben the brawler, Qld

Ben, what a sad indictment of the society we live in that your burning desire for post-school life, is to create a simulation of a pub fight. What misguided childhood



have you lead? What horrors have your tender years seen? Put us down for a couple of copies once it's finished. Sounds great.

Game girls

To all those sexist gamers out there, there are heaps of girls who love PSX. I think they should make more games that appeal to girls. The boys only like Lara 'cause she's got big boobs. I'd like to have a beat 'em up where you could smash her face in. Hey, games guys, lets have less sexism, and more girl power. Go girls!
 Andrea Whatmore, Vic

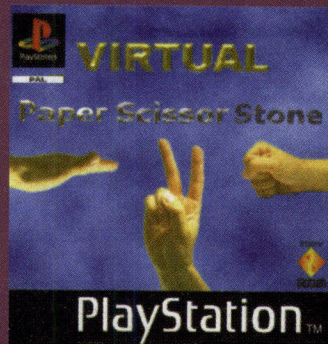
What is it with you violent lot? Just chill out. Make love not fighting games.

Stumped

Dear Mr. PlayStation guru, every time I play *Shane Warne's Cricket*, my friend beats me. I've tried sledging him while batting, but I can't put him off. Is there anything I can do to make it

IT SHOULD BE A GAME

SEND US YOUR DESIGNS FOR PLAYSTATION GAMES AND WE'LL SEND YOU AN ACTUAL GAME IF YOUR IDEA IS PRINTED IN PSM. YOU'LL GET KUDOS WITH YOUR FRIENDS TOO. SOUNDS LIKE A VERY FAIR SWAP TO US.



The concept

Elementary schoolyard juvenilia digitised and sold for 40 bucks.

The pitch

It is Paper, Scissors, Stone on the PlayStation targeted at people who like

Paper, Scissors, Stone, but have no friends. Choose a competitor from the nine available, then on the count of three choose paper, scissors or stone by pressing Δ , \times or \square . If you win, your confidence rises and you can use taunts by pressing \triangle to put your opponent off.

PSM verdict

Ludicrously lucid perhaps, but then most ideas of any genius stature are. Transporting all players back to a '70s comprehensive education, rife with sticky Tizer fingers and Texan bar chins, *Virtual PSS* is a triumph. If *Bust-A-Groove* can find a market among the youth of today, so can this.

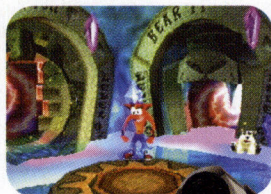
Also of note this month:

Spike, by Christopher Bainbridge a title based around the trials of being a cartoony hedgehog. Incorporating characters like Robinson Sucroe, Bing Bong, Dong, Ding and

French Captain Bush, this 55-level romp looks like the bomb. And Iain MacDonald's *A Werewolf In The Neighbourhood*. The main character, Greg gets bitten by a wolf and changes into an ugly werewolf which can run at 300kph. It is down to puzzled cop Jack Connelly to sort the mess out. Scary stuff dude.



Left: French Captain Bush in Christopher Bainbridge's *Spike*. Right: Iain MacDonald's spooky-looking werewolf.



harder for him and easier for me?

Brad Neal, age 11, WA

How about practicing so that you become good at the game? Controversial idea, but it might just work.

Crowded out

I love sports games, but one thing that annoys me is that the crowds always look really crap. Most of the time they look like a bunch of blurry dots. I can't believe how much effort developers go to with player animation but then forget about the background. Imagine how cool it would be if the crowd interacted with the game, cheering at appropriate moments, performing Mexican waves, maybe even pelting the fieldsmen with billiard balls and cans in cricket games. How about it EA?

Gary Tipp, NSW

Who cares? Surely nobody's interested. But, hey, write to us if crowds are your thing.

Crash landing

Just wanted to write and say how much I loved *Crash Bandicoot 3*. When are you putting out another game?

C Logan, SA



Umm, hate to disappoint, but PSM doesn't actually write the games. We just write about them for your reading pleasure. But we'll pass on your praise to devel-

opers Naughty Dog, who are bound to be making another *Crash* game one really soon.

Edutainment

Can you please write back and tell my Dad that playing games is educational, and much more worthwhile than homework? Currently there's a PlayStation weekday ban in force in my household. This is affecting my sanity. Help please.

John Griffiths, NSW

Sorry John, your pop's right. Although... you could convince him that the rise of interactive entertainment is the title of your latest assignment... maybe.

Girls on film

What ever happened to the *Tomb Raider* movie? I thought it was supposed to be out by now - I was looking forward to it!

Lara fan, NSW

Paramount has confirmed a *Tomb Raider* movie,

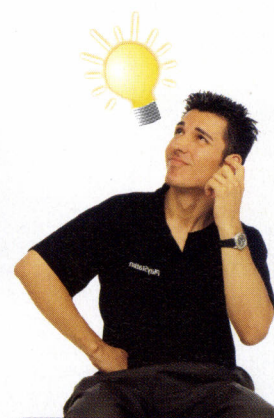
although PSM is yet to learn of the star. Nell McAndrew, the official Lara, probably wouldn't cut the mustard. Unless it was a silent film.

I want games!

I just wanted to whinge about the state of gaming here in Tasmania. What's going on? PSX is the master of all console, and yet my local games' store just has a few Platinum titles and the big hits like *Gran Turismo*. You can order stuff but then have to wait for ages, and you mightn't like it when you get it. I think there should be a good chain of stores where you can play all the games before you buy. Thanks for a way-cool mag, its good to hear what games are ace and what sucks.

Tim Lanning, Tas

We agree, Australia is crying out for a decent games chain. You have to go to department stores which don't always have a wide choice. C'mon somebody, make millions overnight with a new games shop.



ask nino

4 or should I hold out for *Gran Turismo 2*?
Philip Ryan, Qld

GT 2 won't be available until at least the end of the year, so why not buy both? Keep in mind that they are two different styles over racing games, with *Ridge Racer* a fast arcade racer and GT a realistic driving simulation.

Is *Psygnosis* doing another *Wipeout* game? I heard the Nintendo version was pretty crap.
Kurt Hill, SA

It was crap, and yes, *Wipeout 3* should be released by the end of 1999.

Do you have a girlfriend?
Sally Jones, NSW

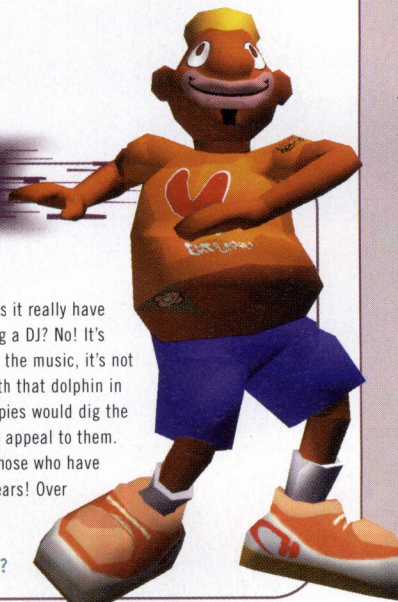
I'm sorry, some information at Sony is classified. But send me a photo and I'll get back to you...



Games machines have always been boys toys, why are they trying to make all these girls' and music games? C'mon, how many girls really play games? These so-called games like *PaRappa*, *Fluid*, *Music* and *Bust-A-Groove* are ridiculous. I say give us more racing games and fighting games. That's what sells consoles, not a rapping dog or disco dancing. How much fun is tapping the buttons along to the music? None. Give me *Gran Turismo* any day. All the ads on telly are aimed at boys, and rightly so. We're the ones who buy the machines and buy the games. Girls only play games when they can't get a look in with the boyfriends and are sick of having to share him with his PlayStation. (I'd rather hug my PlayStation, thanks.) That

Beatmania game, does it really have anything to do with being a DJ? No! It's just pressing buttons along to the music, it's not spinning discs. And what's with that dolphin in *Fluid*, anyway? Guess only hippies would dig the game, so they chucked it in to appeal to them. Get real developers, support those who have supported you for countless years! Over and out.

Peter Smith, Vic
Why is he wrong readers?



famous last words jackie o

Co-presenter of 2Day FM's *Hot 30 Countdown* and Channel 10's *Ground Zero*, Jackie O (it stands for 'octopus' apparently) talks to *PSM* about animals in PlayStation games, violently waggling her joypad, and how the white-suited dancer from *Bust-A-Groove* really turns her on...

OFFICIAL PLAYSTATION MAGAZINE: G'day, how are you going?

JACKIE O: Mighty fine, and you?

PSM: Couldn't be better. We hear you're a bit of a PlayStation fan, is this true?

JO: Definitely. With PlayStation sponsoring the show it's certainly a bonus – lots of free games and cheating tips. It's what got me hooked.

PSM: How on Earth do you find the time to fit in any gaming? Surely you're constantly either on the radio, on telly or at some select media party?

JO: 'Select media party'? I wish... I never get the

time to go to those and, to be honest, it's just a room full of people sussing everyone out. Besides, by the time I get off air, everyone is either hammered or has already left for the night; so I just go home to bed and maybe fit in about 10 minutes of PlayStation.

PSM: Many of our male readers feel that you have a face and figure better suited to television than radio...

JO: You obviously haven't seen me naked otherwise you wouldn't be saying I have a good body...

PSM: Which of your current mediums (radio or television) do you enjoy most?

JO: Television, mainly because it's new to me and it's a

bit of a challenge. I've been doing radio every weeknight for five years, so I'm enjoying telly even more. That's not to say that I don't like radio. I'd never give up that job in a million years. It's where I belong.

PSM: Does playing the PlayStation help you to relax?

JO: No! It tenses me right up. I always have to win so I never quit. Sometimes I get really frustrated and sit on the damn thing for hours on end.

PSM: What sort of games do you get off on most?

JO: I have to say that my favourite is *Bust-A-Groove*... that guy dancing in the white suit totally turns me on!

PSM: Have you always been a fan of games?

JO: I only really started getting into it when I met Nino (see page 111). He hyped it up so much that I decided to give it a try – and I'm really glad I did.

PSM: What was the first game you played as a kid?

JO: *PacMan*... to this day I love that game.

PSM: Who's best at games, yourself or Ugly Phil?

JO: [Laughs] That's a funny one. You need to see Phil play on the PlayStation to know why I'm laughing.

PSM: Are there any other celebrities that you give a good beating to?

JO: Does Phil count as a celebrity?

PSM: Say you were to take on the *PSM* team, what game would you most fancy your chances at?

JO: Well, for a start, I could never beat you guys at a PlayStation game. I vote we play good ol' *Solitaire* on the computer. I would definitely kick your butts.

PSM: What does 1999 hold for 'Jackie O' both personally and professionally?

JO: It doesn't take much to satisfy me personally, just spending time with my dog is enough. Everything is going just fine professionally, so if I don't screw up and get fired, I'll be happy.

PSM: What games does it hold for your PlayStation?

JO: Anything that Nino gives me... [Laughs] Bit of a cheapskate, aren't I?

PSM: Are there any games you'd like to see designed specifically for you? What would be the perfect PSX game for Jackie O?

JO: Hmmmm. I think there should be some sort of animal game. That doesn't sound very exciting, does it? I'm a huge animal lover and so I'd like to see some cute animal graphics. Typical girl response.

PSM: If you could choose the backing tracks, what sort of bands would you include?

JO: Definitely a bit of heavy rock like The Offspring, Tool and maybe even a bit of Powderfinger.

PSM: Fess up. Do you do any of the following:

a) throw the joypad down in disgust, b) poke your tongue out when concentrating on a game or c) waggle the joypad about wildly when playing?

JO: Yes to a). I never poke my tongue but I always screw up my nose. Must be an anxious twitch.

I waggle the joypad so hard I'm convinced the harder I move it the more chance I have of winning.

PSM: And finally... opinionated, original or outrageous – what does the 'O' stand for?

JO: It stands for 'octopus'!

PSM: Jackie O, thank you very much.

JO: No, thank you very much.



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GIVE THEM A SNOWBOARD AND THROW THEM OFF A CLIFF.
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DO NOT
UNDERESTIMATE THE
POWER OF PLAYSTATION

LEGACY OF KAIN 2: SOUL REAVER

FEATURES

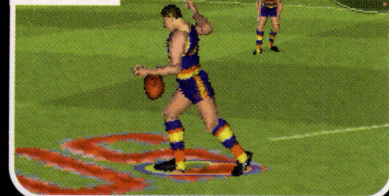
GRAN TURISMO 2



- An exclusive interview with Sony Australia
- First look at *Gran Turismo 2*
- *PSM* talks to the creators of *Metal Gear Solid* (and solves the whole game!)
- PlayStation Yaroze explained
- Australia's Most Wanted — The 50 games you must play in 1999

PREPLAY

AFL 99



- AFL 99
- Carmageddon 2
- Driver
- G-Police 2
- RC Stunt Copter
- Syphon Filter
- ...and more!

PLAYTEST

KENSEI



- Bust-A-Move 4
- Cool Boarders 2 (Platinum)
- Crash 2 (Platinum)
- Eliminator
- Global Domination
- Invasion
- Kensei
- Legacy of Kain 2
- Live Wire
- Monkey Hero
- Pool Hustler
- Pay Poy 2
- Premier Manager 99
- Pro Pinball: Big Race
- Ridge Racer Type 4
- Rugrats: Search for Reptar
- Shanghai True Valor
- Viva Football
- WCW Thunder

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